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OCT No 107

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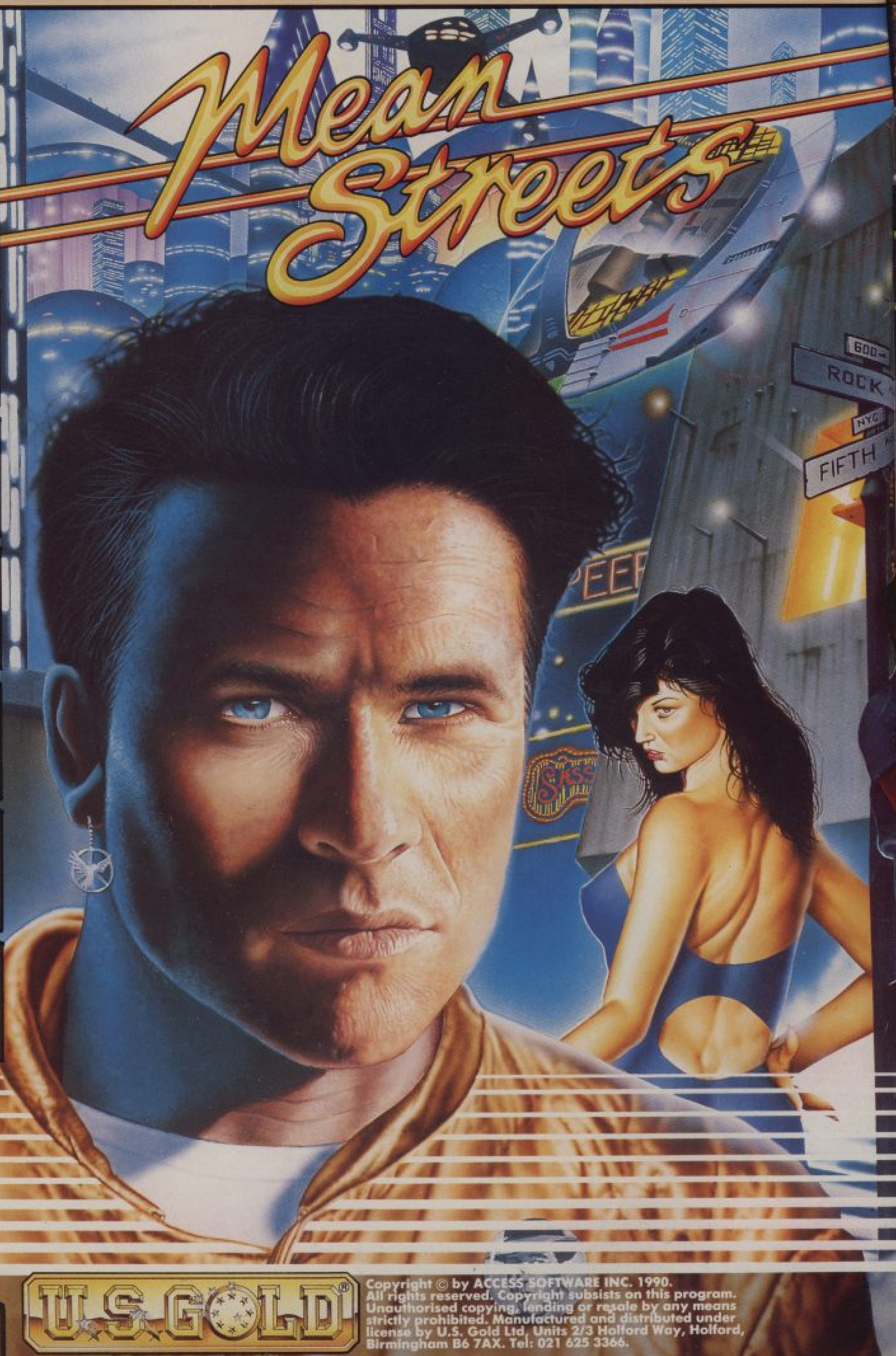
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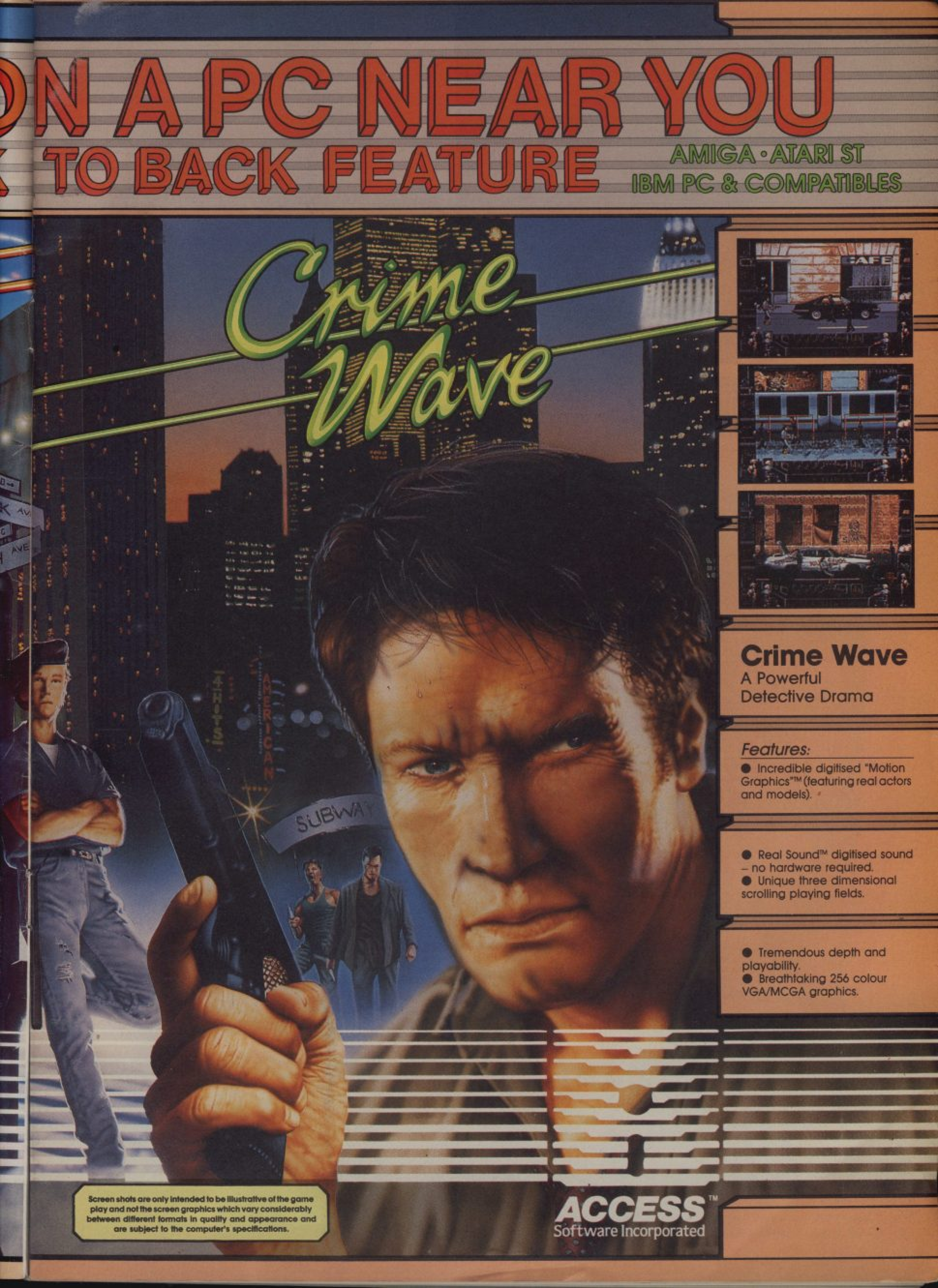


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An Interactive
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U.S. GOLD



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Crime Wave
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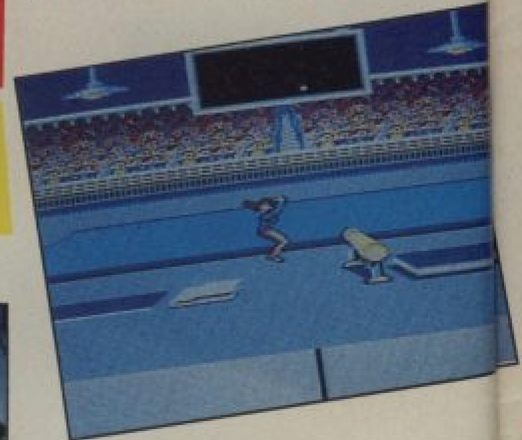






CONTENT









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EDITOR: JULIAN "EXHAUSTED" RIGNALL
Jaz has had one heck of a busy month, what with dividing his time between C+VG, the latest Complete Guide To Consoles and our new offspring, Mean Machines. Just to prove what a cool dude he is, he still finds enough energy to blast a few aliens, or even play a little Kick Off 2.



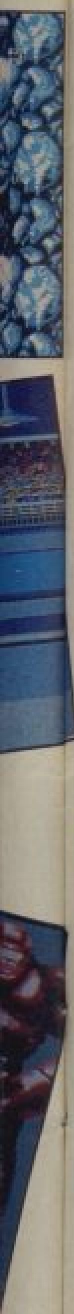
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FOOTNOTE: Big Issue, innit?

REVIEWED THIS MONTH

OCT 1990 No.107

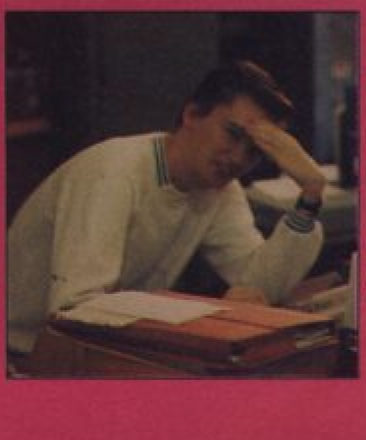




ASSOCIATE EDITOR: PAUL "BRAINS" GLANCEY
Paul's been hard at it this month (gibber), but still comes away from it all with a smile and a good word for all. What a gent. What a guy. What a (Enough crawling already! - PG)



STAFF WRITER: ROBERT "AR-SE-NAL" SWAN
C+VG's mustachioed maniac has been going totally bonkers this month, what with the start of the football season and all. "I'm not mad," sez he. "You ask my goldfish." Okay, Rob, it's back in the padded cell for you...



STAFF WRITER: "RAVING" RICHARD LEADBETTER
Another new face at C+VG, Richard hails from deepest Witham. A wiz with the joystick, he describes his hobbies as "hanging tough" and "cutting loose". Strange bloke - he should fit in just right!

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

ROBERT SWAN
He's easy to please and will play anything, but loves a good flight sim.

RICHARD LEADBETTER
C+VG's new kid on the block has "the right stuff" for most games, but prefers to "hang tough" with a good beat 'em up.

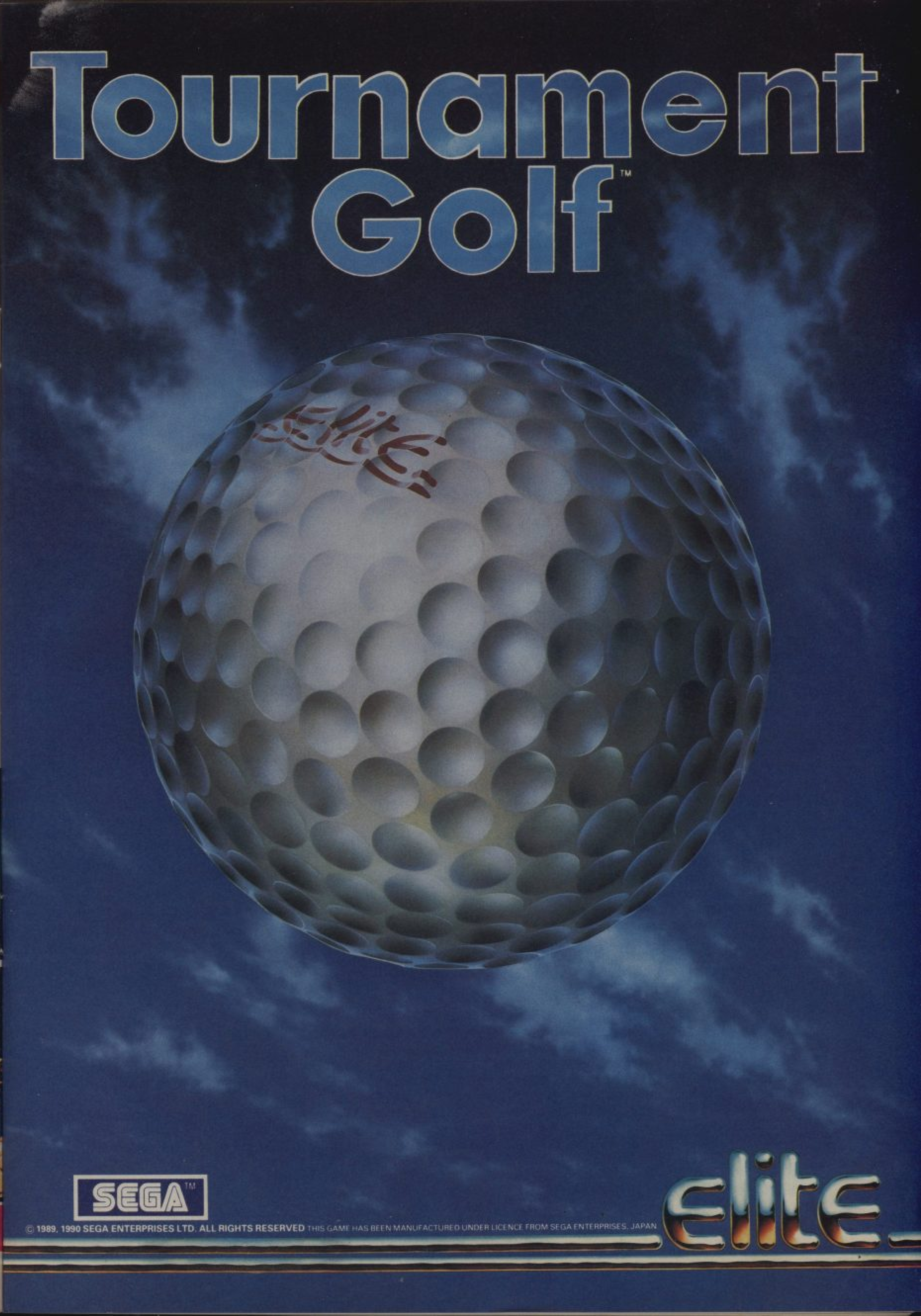


REVIEWS

C+VG HIT! REVIEWS



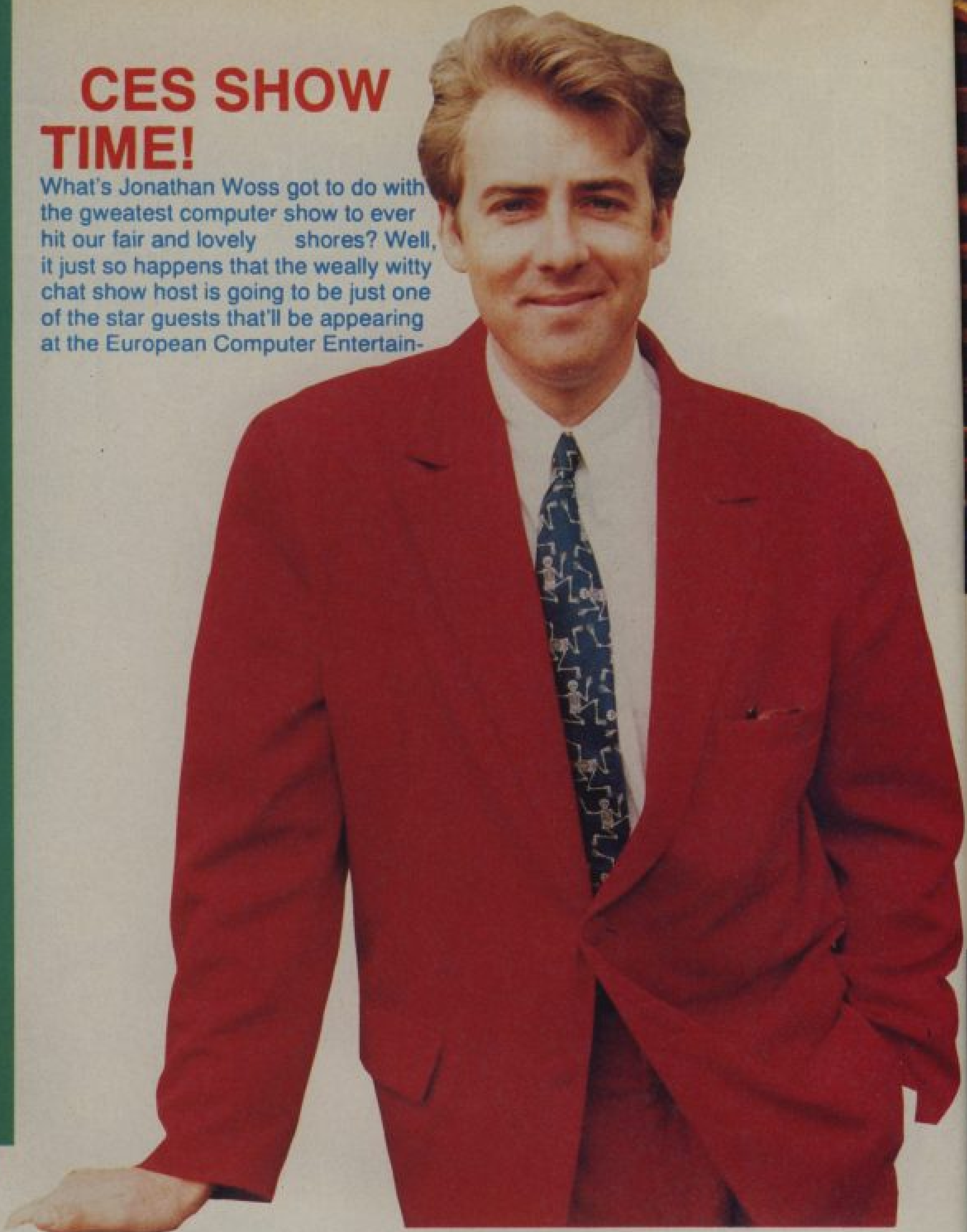




Tournament Golf™
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SEGA™
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elite

NEWS

CES SHOW TIME!



What's Jonathan Woss got to do with the gweatest computer show to ever hit our fair and lovely shores? Well, it just so happens that the weally witty chat show host is going to be just one of the star guests that'll be appearing at the European Computer Entertainment Show at the Earl's Court Exhibition Centre on the 15th and 16th of September - none of this Adam Faith or Tessa Sanderson rubbish here! But that's not all. In what promises to be THE show of the decade, you'll be able to "rub shoulders" with the likes of Esther "unless you know better" Rantzen, KISS FM, BBC Newsround, Frank "HP" Bruno - and even Radio 1 who are going to be taping a show there!

If you've ever wanted to meet the C+VG crew, now's your chance. We'll be at the show every day, and we'll even be hosting the World Computer Game Championships. Teams from Japan, France, Italy and of course, the United Kingdom will be present in what promises to be the greatest challenge since King Kong vs Godzilla!

But we're not alone. Our mates from The One will be hosting a live "Work in Progress" in conjunction with the boys from Bullfrog, where you'll be able to see the humble beginnings of their latest classic - Powermonger. ACE will be giving you a sneak glimpse of the Living Room of the Future and all the associated gadgetry, and Sinclair User will be running their annual Hyper Card competition - it could be you walking away with some totally ber-illiant Sony gear! Check out the CU stand as well. They'll be showing off some cool Amiga demos and animations!

All this and more for only a measly fiver! Make sure you mark in the 15th and 16th of September in your diary, 'cos that's when the show's going to be open to the general public. For every entrance fee taken, a donation will be made to Childline - so that's just one more good reason to honour us with your presence! See you there!

UK PC ENGINE IS GO!

Last month we heard that NEC had taken the shock decision NOT to sell their rip-roaring console to us would-be European Engineers! Well, the good news is that NEC WILL be releasing it - but not until around Spring-time, 1991! Arrggghhh!

Not to worry though, because an Austrian firm - Digital Image Systems - has stepped in, bought the European marketing license and will be organising sales of the EPE (European PC Engine) until NEC take over! Hurrah! As well as the console, DIS will be bringing out 50 of the latest and greatest Engine titles (including PC Kid, Gunhed and Klax), the CD ROM player, AV booster, super joystick and five player adaptors. All will have English packaging and instructions, and DIS are offering a telephone help-line service for anyone who has problems with their machine.

The only fly in the ointment is that all these new goodies won't be compatible with the imported Japanese gear.

At time of writing, prices have yet to be fixed, but DIS expect to have the machine on sale in High Street shops from October, priced at between £160 and £170, with software selling for £25 upwards.



ART FOR ART'S SAKE

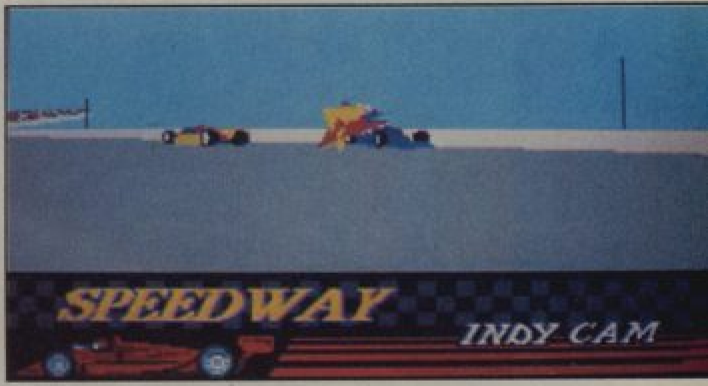
Quite a lot of ST artists (our Rob included) have been grumbling for some time about not having a version of Electronic Arts' excellent Deluxe Paint for their machine. Well, grouch no more, because from late September, Deluxe Paint ST will be out and about, with the introductory price of £49.99. Featuring stacks and stacks of tools already available to Amiga and PC users, the ST version also features an extended palette for STE users, 9 different drawing modes, complex animation (999 animation buffers, each capable of holding 999 frames of animation!) and loads of other wonderful things, it looks like Deluxe Paint ST should be definitely the one to get hold of. Just as example of what it can do, take a glance at the pic...

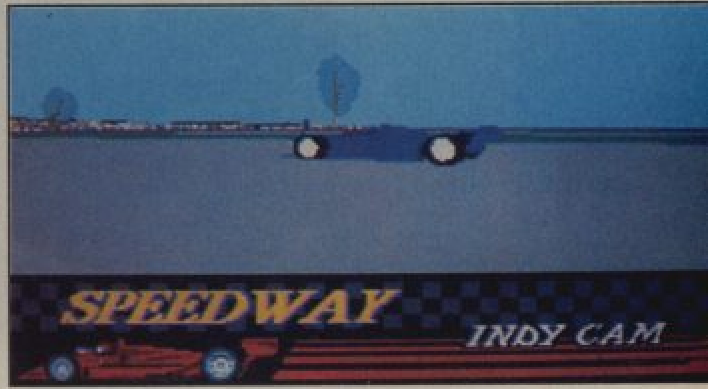


INDY NEWS

All you Amiga-owning race freaks had better get yourselves strapped in, because Electronic Arts are bringing the Indianapolis 500 your way. This corking 3D racer had jaws dropping all over the place when released on the PC, and the Amiga version is now having its final pit checks before being given the chequered flag. We had a look at an unfinished version, and believe us, it's one red-hot bit o' stuff. Featuring multiple camera viewpoints, three levels of racing, pitstops and the opportunity for plenty of multiple pile-ups (yeah, this is what we want!) Indianapolis 500 will be burning up the roads in October for the sum of £24.99.







LUCASFILM INDY FOLLOW UP

Although arcade action may be more our scene here at C+VG, we love to have our brains teased now and again - and Lucasfilm's Indy Adventure fitted the bill quite nicely! That being the case, we were more than interested in some of their new games that US Gold have licensed.

The Secret of Monkey Island looks like just the ticket for adventuring types. Featuring a superior mouse-driven interface, the general objective involves living out the life of a swashbuckling hero type, searching for the lost secret of Monkey Island and generally picking up a whole stash of treasure on the way. Lucasfilm are also promising "lethal one-liners" and "hilarious repartee" - sounds like a riot, dunnit?

Look out also for the follow-up to Their Finest Hour - The Battle of Britain because in Secret Weapons of the Luftwaffe you can get your hands on all manner of experimental German planes. Both games will be taking PC owners by storm very soon, and other 16 bit versions seem a certainty.

NEWS

BOOOM! MY WHEELS ARE ON FIRE!

Those jolly japers at Domark are getting ready to unleash two compilations on an unsuspecting public. The first, called TNT, consists of five of their top Tengen conversions - Hard Drivin', Toobin', APB, Dragon Spirit and Xybots - and it should be blasting your way during September, with Amiga and ST versions priced at a whopping £29.99 and Amstrad, C64 and Spectrum tapes for a relatively piddling £14.99. The second, entitled Wheels of Fire, is a bundle of four top racers from last Christmas, namely Power Drift, Chase HQ, Hard Drivin' (again) and Turbo OutRun. This package should retail for the same prices as TNT and will be out and about in October.



FIRST MEGADRIVE CONVERTER!

Now that Virgin's official UK Megadrive is out and about, you'll no doubt be after some kind of cartridge converter to enable Japanese Megadrive cartridges to run on a UK machine (or vice versa). Well, the enterprising lads at Medlantic are the first to come up with such a widget, which they are hoping to sell for between £20 and £25 - a worthy investment if ever you've seen one! Medlantic are also offering Nintendo disk drives and keyboards, opening up a whole new supply of games (Afterburner, for one). If you're an interested console owner - and by jove you should be - give Medlantic a bell on (0455) 291865.



CAPCOM GRAB US GOLD'S BOARDS



Now here's a funny turn of events. Remember Strider, US Gold's conversion of the Capcom coin-op? Well, at this moment, Tiertex (who did the original) are currently working on their own sequel, imaginatively titled Strider II. Thing is, Capcom were so impressed with the storyboards for the computer game, they decided to use them for the arcade machine! Strider II will be out in November for the Amiga, ST, PC, C64, Spectrum and Amstrad, with the coin-op appearing in an arcade near you sometime closer to Christmas.





JAMES BOND 007
THE SPY WHO LOVED ME
He's Bond · He's Back · He's 007
James Bond returns in a classic action-packed race against time to save the world from the crazed and power-mad Karl Stromberg.
Use your skills to end the threat of global domination as you seek to outwit Stromberg's mercenaries and prevent a nuclear war between East and West.
Exhilarating chase sequences on land and under the sea involve Q's specially modified Lotus – souped up and armed to the teeth.
With one-on-one arcade style shoot-outs, multilevel action and top secret codes to crack, this is the fastest paced and most exciting Bond thriller to date.
Don't miss out on The Spy Who Loved Me – a programming tour de force!
TOP SECRET
007 SUBMARINE CAR
ALBERT R. BROCCOLI presents
ROGER MOORE
JAMES BOND 007
THE SPY WHO LOVED ME
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DOMARK
Available on: Atari ST, Amiga, IBM PC 3.5" & 5.25", Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Programmed by: The Kremlin
1990 Eon Productions Ltd/MAC B, Inc. The Spy Who Loved Me
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Tel: +44(0)81-780 2224
Amiga & Atari ST Screenshots

NEWS

AND NOW... THE C64 CONSOLE



After much speculation, Commodore have finally leapt onto the console bandwagon, and have finally announced the imminent release of their first games system. Based on the C64, the C64GS will come with a joystick and a fun-packed, four-game cartridge featuring Klax, Fiendish Freddy's Big Top o'Fun, Flimbo's Quest and the ultra-crumbly International Soccer, all for £99.99.

The selling potential of yet another 8-bit console, especially a comparitively low-tech one, is, we think, uncertain, especially with Megadrives and PC Engines becoming so widely available, but we'll be interested to see how this and Amstrad's GX-4000 (featured last ish) fare.

You can see what the console looks like from the picture, but we have it on good authority that the machine shown is actually made of - wait for it - balsa wood. Maybe Commodore are branching into new areas? Or could they be barking up the wrong tree? Leaf it out...

CABINET CRAZINESS

Making a Spectrum look like an arcade machine is no mean feat these days, but Spectresoft's new Pro-Arcade Cabinet just about manages it. Your computer, be it Amiga, Spectrum, or console can be placed on a slide-away shelf within the cabinet and connected up to its arcade-quality joysticks for that ultimate coin-op look and feel. If you don't want to plug in your computer, there's also a JAMMA-compatible version, which allows you to plug in and play JAMMA (a sort of coin-op standard) arcade boards! Phew! Prices range from £159.95 to £299.95, but for more info, Spectresoft can be reached on 0831 469 293.

If that's not good enough for you, Advanced Modular Joysticks can build you a cabinet that will plug into any computer or arcade board (not just JAMMA-compatible ones). The AMJ Arcade Console has a variety of interfaces, incorporates two joystick ports (equivalent to four joysticks and 6 fire buttons!), supports dedicated arcade controllers (trackballs, paddles and even steering wheels) and can also be connected via a SCART lead up to your computer or console! Flippin 'eck! Just think, you could be playing Megadrive Super Monaco GP with the real controls!

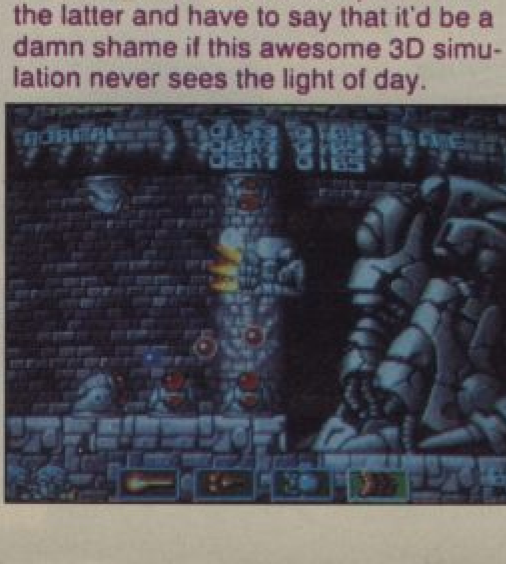
Prices vary because each unit is custom-made, according to what kinds of interfaces and controllers you want, but a basic unit with a JAMMA interface, JAMMA power supply and control panel costs £99.99. Now we've got you screaming and dribbing and reaching for your wallets, AMJ can be reached on 0202 694970 (and tell them we sent you).

ADIOS ACTIVISION?

Just as this issue of C+VG closed, we heard some rather nasty news about industry giant, Activision, responsible for the likes of Power Drift, Galaxy Force and Altered Beast. It seems that the American parent company has been making significant losses over the past year, so they decided to cut back the UK operation to save money. Though some new product will be developed in Britain, it will be restricted to games with a "global appeal".

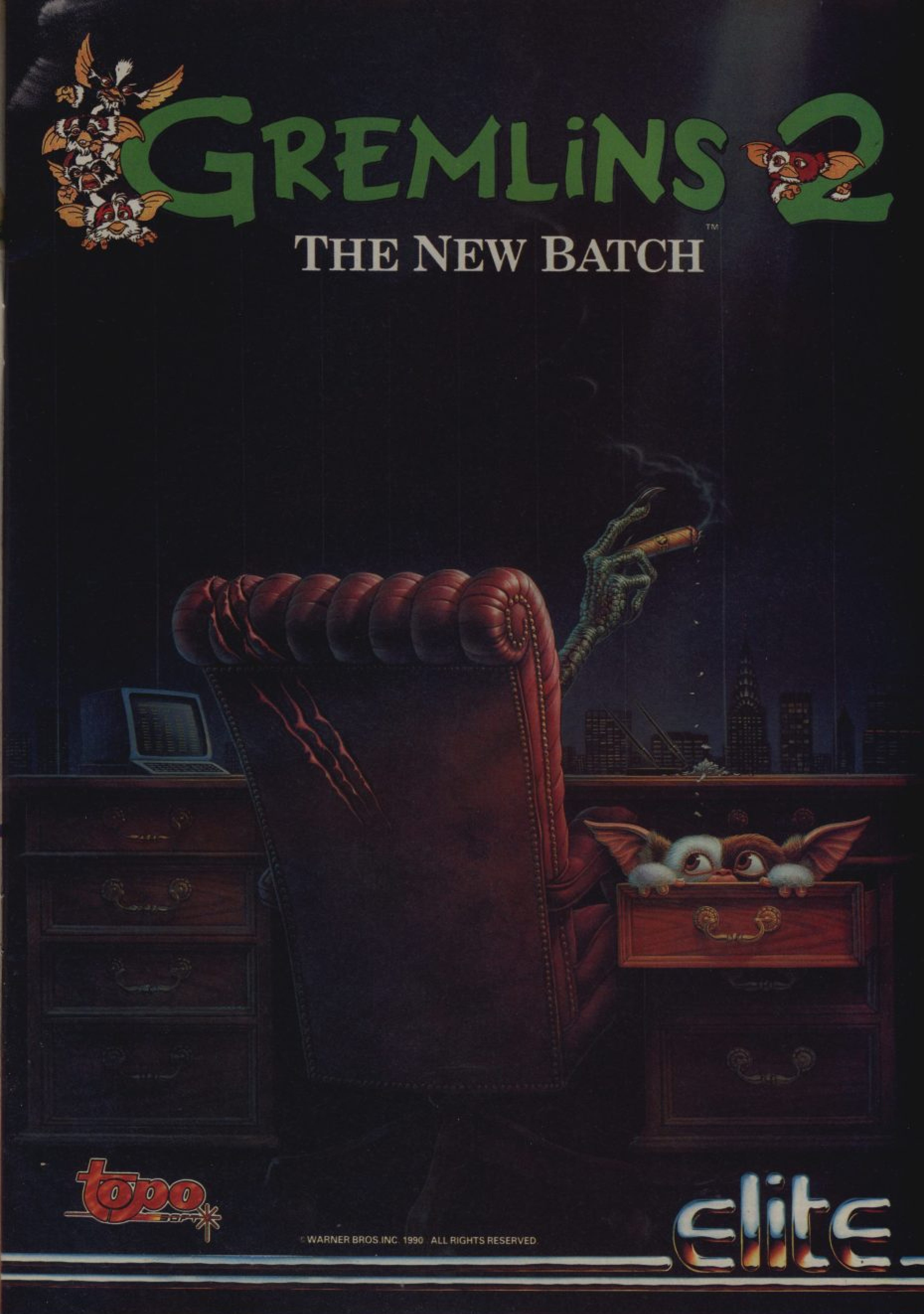
The good news is that the tide of events will in no way endanger an Activision/Hewson distribution deal which will still see Activision distributing Paradroid '90, Nebulus 2 and Rubicon. Also, some of Activision's major licensed wares (namely Atomic Robokid and Dragon Breed) will still be appearing on the shelves. However, doubt still lingers over two potential blockbusters - R-Type 2 and Stephen Hendry's Snooker (programmed by International Karate coder, Archer Maclean). We've had a sneak preview of the latter and have to say that it'd be a damn shame if this awesome 3D simulation never sees the light of day.





CONTRIVER'S GOT A LOT OF BALLS

Trackballs, that is. Y'know, those things which resemble upside-down mice. Well, these Contriver people have announced the imminent release of its snazzy new Contrack controller, initially for the PC, with ST and Amiga models available at any time now, for a total of £34.95. Now that may sound like a rather hefty wad of wonga, but when you consider that this little beast has a button lock, a ball lock (oof!) for transportation purposes, and is guaranteed for 1000 miles of continuous use, then it certainly seems like ruddy good value for money. If you're interested in laying your hands on one of these, Contriver can be reached at 0280 822803.

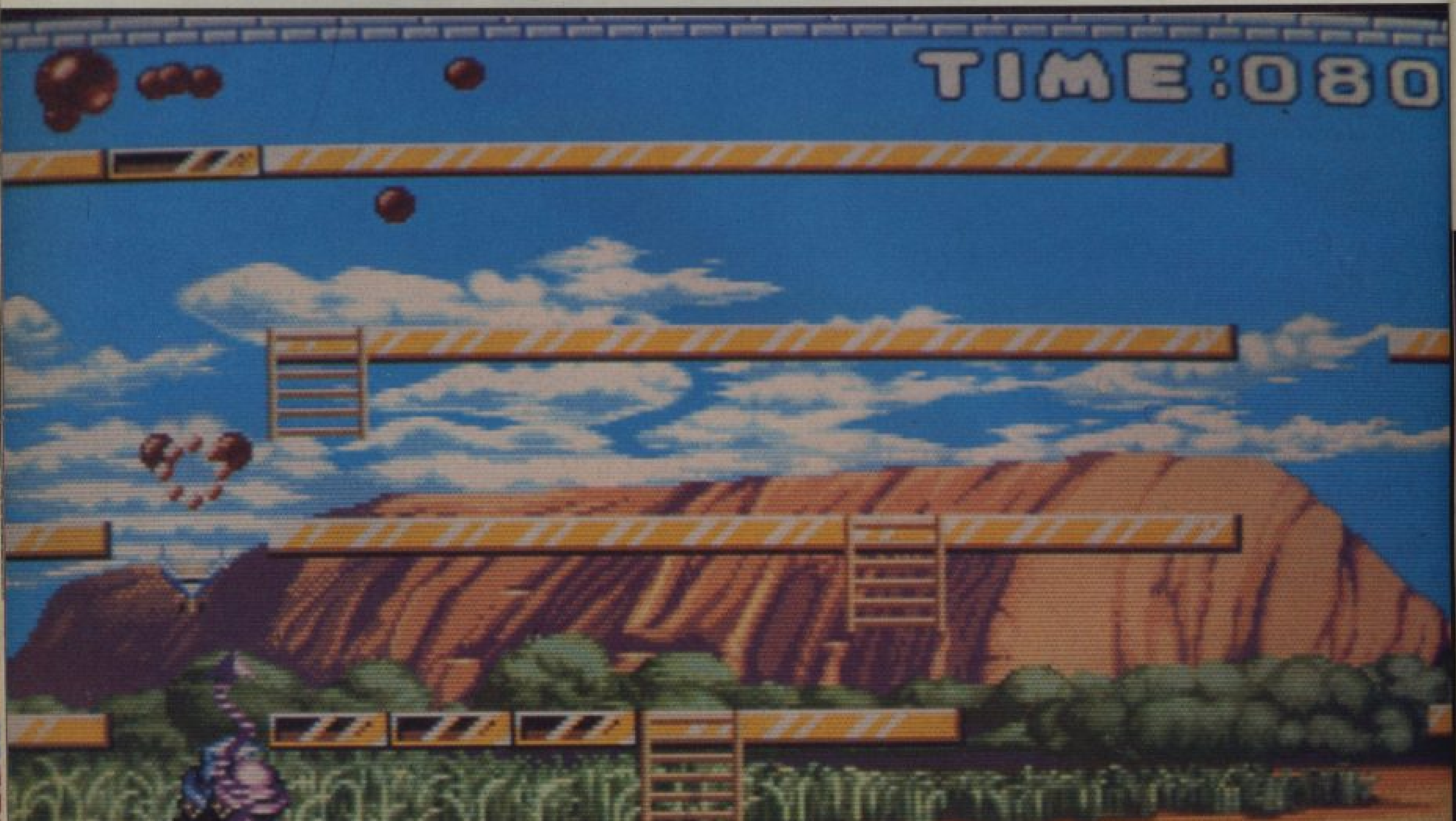

GREMLINS 2
THE NEW BATCH™
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elite


IT'S MIND
BLOWING
...IT'S TNT
THIS CRATE CONTAINS
HARD DRIVIN'
TOOBIN
A.P.B.
DRAGON SPIRIT
XYBOTS
TNT
DANGER
EXPLOSIVE
TENGEN
XYBOTS
TOOBIN'
APB
TENGEN
DOMARK
Light the fuse and stand back for TNT – the explosive action pack from Tengen! Test your skills on five top coin-op hits featuring the very best in arcade action. Humorous... Exciting... Stimulating... For great variety and value, break open the crate.
TENGEN
The Name in Coin-Op Conversions.

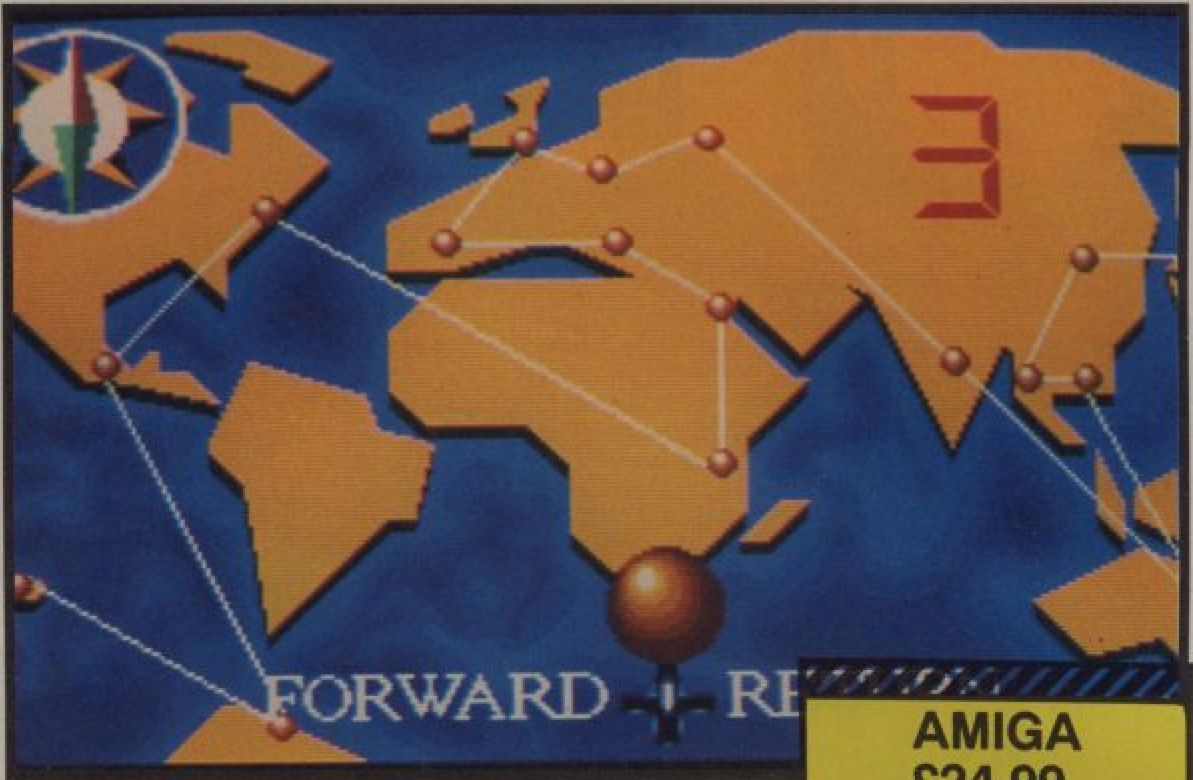


Hard Drivin'
The Ultimate Drivin' Simulation. Experience the thrills and spills of racing in realistic, solid 3D.
"A stunning conversion... it plays brilliantly" C&VG
"A sure fire hit." Sinclair User
"Near perfect conversion". ACE
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TOOBIN'
Get Toobin' with the Tube Dudes. Ride the rapids and check out the white water challenges for an action packed fun day out toobin'.
Great music... heaps of playability... a brilliant conversion" ACE
"Looks, sounds and plays great" C&VG
"Playable, addictive and above all great fun" The Games Machine
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DRAGON SPIRIT
Scorch a path through the skies in a frenzied flight of mayhem and destruction. A do or die mission. Defeat or victory depends on your skill. Have you got the Dragon Spirit?
"Accurate and action packed... great graphics and addictive gameplay" C&VG
"Makes the most of the coin-op" The Games Machine
"Another stonking coin-op conversion" Amstrad Action
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APB
A wacky game of cops and robbers... High speed chases, dangerous arrests and shoot outs all in crazy cartoon action. So let's be careful out there – Officer Bob is on the Beat!
"Straight from the coin-op... a must for all fans" New Computer Express
"Great fun... pretty hard... keeps you coming back for more." Zero
"A must buy!" Crash
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XYBOTS
The ultimate double action, split screen game. Keep a step ahead of the deadly robots. Annihilating action for one or two players.
"Simple, addictive and entertaining, Xybots will make your day." Personal Computer World
"Great blasting fun all the way, check it out as soon as possible" Crash
"Everything from the coin-op is here – graphics, sound and gameplay are identical." New Computer Express
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Available on: Atari ST, Amiga, Commodore 64 (cassette, disk) Amstrad (cassette, disk) Spectrum +3, Spectrum 48/128
Amiga & Atari ST Screenshots
DOMARK

PANG



BY OCEAN



Bubbles! Who'd ever thought that they could be such a pain, eh? Well, they are in this game, so the only thing to do is go out and burst 'em! And so the scene is set for Pang, a conversion of the recent and totally hilarious Mitchell coin-op.

You (and a friend, if you're playing in dual-player mode) are cast in the role of globe-trotting bubble-busters, and, armed with a harpoon gun, you must blast the bubbles before they bounce into you. Sounds like a piece of cake, yes? Well, you can forget that for a start, because once one bubble is hit, it splits into two smaller bubbles, each of which splits again, and again!

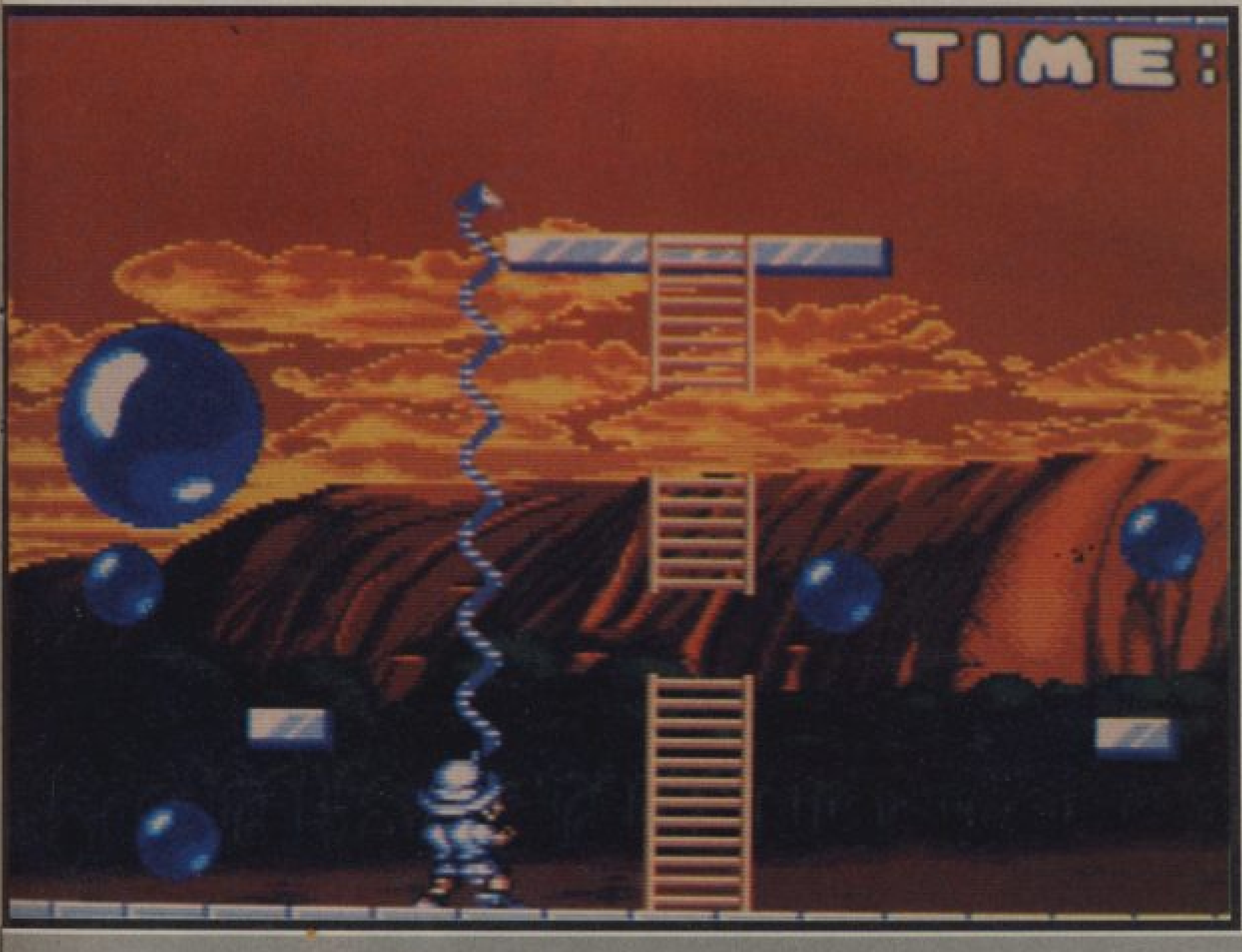
When certain bubbles are hit, however, they drop power-ups like ray guns and dynamite, which bursts every bubble on screen at once, as well as shields and timers, which stop the bubbles dead in their tracks, giving you time to blow 'em away.

Once you've cleared a screen, it's on to the next in a different part of the world, with more obstacles, monsters and, yes, even more bubbles!

UPDATE

Pang will be bubbling up on the ST any day now, and should be just as good as the Amiga version, save for a few colour and sound differences. No news of any 8 bit versions as yet, but if anything comes up, you'll be the first to know.

C+VG HIT!



AMIGA
£24.99

This is one of the C+VG team's favourite coin-ops, and to say we were over the moon to hear of Ocean laying their hands on the license is something of an understatement. Now Pang is here, I can safely say without fear of error or contradiction that this isn't just a conversion - this is the coin-op! Both the graphics and sound match the arcade machine pixel for pixel, with bright, crisp, colourful sprites and exquisitely drawn backdrops. The whizzy, poppy sound effects are spot on too, and the title music (which sounds like a remix of Puff the Magic Dragon) sets the mood perfectly. These combine with the horribly addictive gameplay to make Pang a really brilliant game. Grab it at the first opportunity, and prepare to stay up till the wee small hours.

ROBERT SWAN

GRAPHICS	94%
SOUND	92%
VALUE	96%
PLAYABILITY	97%
OVERALL	96%


JOIN TH
Join the resistance fighters in their crusade against the awesome powers of KING CRIMSON - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines... giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more. Each level throws you into confrontation with an enemy even more terrifying than the last. If you have the skill you can locate the weapons of your predecessors' failed missions - if you have the courage you can fight to reach YOUR ULTIMATE GOAL - THE DESTRUCTION OF KING CRIMSON HIMSELF. SO, POWER UP AND TAKE ON THE MECHANOID WORLD OF MAYHEM AND ITS LEADER - KING CRIMSON.
MIDNIGHT RESISTANCE
DATA EAST
SHA
War
SHADOW WARRIORS, THE LATEST, GREATEST AND MOST AMBITIOUS MARTIAL ARTS COIN-OP GAME NOW RAGES ONTO YOUR COMPUTER- FEATURING INTERACTIVE SCENIC BACKDROPS! THE SECRETS OF THE NINJITSU TECHNIQUES HAVE BEEN HANDED DOWN SINCE THE MEDIEVAL WARS... NOW THEY LIVE ON IN THE JUNGLE OF THE AMERICAN METROPOLIS.
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Where would you get Jimmy Greaves rubbing shoulders with the cast of Eastenders and a deranged Russian clergyman next to someone called P Tweedle? Why, in Yob's Mailbag of course! If you have anything you want to say about the wonderful world of gaming, or football, or almost anything else (ALMOST!), this is the address to write to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CROPS CRAP

Dear YOB,
Following the letter sent by James Lynch in ish 103, I have made a Crops game!
Theres the plot. The Crops have been summoned to a planet. Why? i here you cry, well because the top bosses of the untied federation of planets have been kidnaped, so grab your trusty lead pumping gun and start killing!
It is a one player game where you take the role of Sgt. J. Kribly. Let me take you through the levels.
LEVEL 1: Fly onto the planet's surface dodging the other members of the Crops and asteroids.
LEVEL 2: A side on horizontal scrolling fighting enemy soldiers, man eating plants, robots and mines. The end of level boss is a giant tank.
LEVEL 3: This is an "Outrun" style level were you are driving FAV (Fast Attack Vehicle) with a large cannon. Enemys are the other FAVs, tanks and helicopters. The boss is a big chopper (fnar! fnar!).
LEVEL 4: Work your way through a system of tunnels to locate the entrance to the enemys base. You fight soliders, robots, crumbling platfroms, spike and giant cybrog rats. The boss is a Rododinosaur.
LEVEL 6: The penultimate level in side there own base you must fight your way through a vast army of cybrogs. The final boss is a giant comptuer.
LEVEL 7: Its not over yet you must lead the hostages into the dock while dodging bits of falling rooks. When you get to the port get a ship and fly to freedom! So you can get a medal and a pay rise.
Wot no extra weapons? i hear you cry.
Well I have an assortment of extra weapons. A flamethorwer, 3 ways and 8 ways, the muti barreled cannon, naplam bombs, smoke screens, rocket lanucher, cluster bombs and smart weapons.
So O' YOB of the high talnets and greatness what do you think.
A Psychotic Chicken, Cheshire.

YOB: Look, Psych, I know English is a foreign language to a domestic fowl like you but, for crying out loud, get the farmer to buy you a spelling dictionary before you write again. Alternatively, I can offer you my own twenty year (that's human years, not chicken years) correspondence course, entitled How To Write (On Walls) For Fun And Profit. To you, only £4.99 (inc VAT) or two dozen eggs.

COOL YOB GETS FAN

Dear YOB,
I think you are the coolest YOB on this Earth and I worship your style and class. So I think the coolest on Earth could answer some questions for his greatest fan, please.
1. Will English PC Engine games work on a Japanese PC Engine?
2. What is the best, PC Engine or Megadrive?
3. What football team do you support?
Ben Clark, London.



PS I think you will be pleased to know that my girlfriend is a yobette.

YOB: Firstly, Benny-baby, NEC have postponed their plans to launch a British PC Engine, BUT! before you commit Hari-Kiri, there is some good news for Engine fans in the news pages of this very issue which should answer your question! There's no straight answer to your second query. Both the PC Engine and the Megadrive have expanding ranges of excellent games software so it's just a case of going for the machine that supports the games you want to play. Technically the Megadrive is superior, but it is the more expensive machine, and the games usually cost a tenner more, too. Finally, I have to say I don't support any football

team (soccer's a sport for nancies anyway - give me Australian "No-Rules" Football any day), however I do find the commentators very entertaining, and Jimmy Greaves is undoubtedly my favourite.**

MYSTERIES OF THE MAD MONK

Dear YOB,
Or can I call you YOB? I own an Amstrad and I would like to ask you a few questions:
1. Who was the drummer with The Shadows?
2. What is the capital of Peru?
3. Who wrote War and Peace?
Yours reverently,
Rasputin, Sanction, East Yorkshire.

YOB: Ha! So - you think you can outwit the Yob with your crazy, deceased, Russian monk's questions? Well, I'm wise to your little game! Bryan Bennett was drummer with the Shads, Lima (population 1,716,00) is the capital of Peru, and Count Leo Nikolayevich Tolstoy (1828-1910) wrote War and Peace. Yob's Mailbag - entertaining and educational. I should be on a government grant or something shouldn't I?

KITCHEN FLOOR TRAGEDY

Dear YOB,
I think your mag is smart and was horrified when my sister wiped up something the dog had done on the kitchen floor.
S Beaumont, South Humberside.

YOB: I should blummin' well think so! Send your sister and the dog around to the office so me and the boys can do horrible things with them then publish the pictures next month.

SOMETHING FROM THE BOTTOM

Dear YOB,
Just a word from the bottom of the world. That's right - Australia (oh, when you said bottom I thought you meant something else - YOB). Me and some of me mates are getting peed off with some of you poms. Every second letter is pretty "loose". All whingeing about one thing or another. What happened to your so-called "stiff upper lip eh, what?!?" Or is it that just crap fed to us by your bald shows like EastEnders. You think Neighbours is bad!
If you want to hear a hard luck story, listen to this. We don't get your bonza mag for three months! Three months late, what a BUMMER! Four X's (I don't mean our beer either). Just one more thing. When will a light phaser be available for the C64?
Schran, Picton, Australia.

YOB: Now what disturbs me about Schran's letter, readers, is that Eastenders is giving foreign viewers the WRONG impression about us Brits. Honestly, we're not all depressed and depraved (well, depraved maybe) are we? Nor are we bald. In fact, most of us are dead happy for quite a lot of the time. I mean, is it any wonder that we have economic problems when foreigners are given the impression that we're all suicidal no-hopers who spend all day bad-mouthing people in the pub or selling fruit on the street. I mean REALLY! Um... Sorry, Schran, I seem to have wandered a bit. Mastertronic's light phaser is already available for the C64 in the UK, so maybe if you wait three months it'll be available in shops all over the world's bottom.

COMPLAINING COLIN

Dear YOB,
I have been reading C+VG for several years now and felt that I had to write to give my views on how the mag has changed over the course of time.
I welcome sections such as the improved Playmasters and new sections such as the Highscores, they have been a big plus to the mag. However, there hasn't been that much else new to rave on about. Small changes such as in the reviewing system have hardly been noticed at all. Instead what sticks out in my mind, I'm afraid, are the negative things that have happened to C+VG.
I remember the days when there were 180+ pages and reviews are more than a few paragraphs long. Nowadays because of the increase in the size of the text and the extra large screen shots, the reviews are barely worth reading. Looking back at old issues I see two reviews on one page, with just as many smaller screen shots and more text than some of your double pages spreads.
Although all reviews are now in colour, what's the point when the reviews aren't worth reading anyway? Current reviews give little detail, only telling the bare outline of the game, the text and screen shots should be reduced in size - smaller screen shots are just as clear and easy to see. This would allow more detailed reviews to be written and more screen shots if required.
Lately, your arcade section seems to have missed out a lot of arcade games when they have been released, one such game is Air Buster - a superb shoot 'em up which I don't recall you ever mentioning.
Also looking back at old issues I see a list of features in every mag, nowadays there are much fewer and they are far between. Sections such as Mr T's Hot Gossip have been sadly missed and have had no replacements. There are many other items I would like to mention but I'd be writing for hours and I think I've already made my point. I have friends that laugh at your mag and cannot believe that it once used to be a good read. The only reason I still buy it is to check up on my highscores.
C+VG used to be a great mag, but it has severely declined over the years into something that you can sometimes look through in ten minutes then put away in the cupboard never to be read again. "Britain's Best Selling Computer Magazine" at one time sat proudly at the top at the top of every issue. I haven't seen that displayed for some time. I hate slagging the mag off because I remember how it used to be and I hope you print this letter to see what reaction it brings from other readers.
Colin Tracey, Colchester.
PS I have doubts over the validity of a few of the Amiga highscores. Batman - The Movie and Robocop come to mind. Perhaps the scorers could write in and say how they achieved them in detail.

YOB: Well, everyone's entitled to their opinion, and we value those of all our readers (even yours, Col) which is why we conduct a reader survey every year (in fact there's a questionnaire in this very issue!). The changes made over the past year have been in keeping with the outcome of last year's poll and I'm afraid if you don't like them, then you're currently in the minority. But there are some changes on the cards so your comments have been noted and we look forward to seeing what the rest of the readers think. Let me put you straight on a couple of points, though. Every six months, an independent body called the Audit Bureau of Circulations works out how many issues each magazine sells and the latest figure proves that C+VG IS still Britain's biggest-selling computer games mag. The only reason we don't still have that stamped across the top of the cover is that we think it's more important to inform readers what's in the mag, rather than going on about how popular we are. It's also interesting that you bring up the point of high score validity as one of your latest high scores (for Rainbow Islands) has been confirmed as impossible by the programmers at Graftgold. Perhaps you could write in and say how you achieved it - in detail?





AMIGA OR SPECTRUM?

Dear YOB,
I'm considering purchasing an Amiga 500 Flight of Fantasy pack, but my Dad wants me to get a Spectrum 128K +2 or a C64 because the games are cheaper. Please, please answer and put him straight.
Andrew McNeil, Dorset.
YOB: Dear Andrew's Dad, look, I know times are hard, but don't you think it's worth the £400 to keep your whingeing son quiet?

ANDY CRACKS

Dear YOB,
I love reading your mailbag every month because it's really funny, especially some of your replies. For example, in ish 105 you said about your parents "not handicapping you with a name like Chris Griffiths" - that cracked me up.
Anyway - to the point. I would just like to know what you thought of all these games for the C64.
Wizball, Great Gianna Sisters, Hawkeye, Into the Eagle's Nest.
These are some of my faves from the squillions of games we have got. I thought TI
Dizzy was crap for the 64, did you?
Please print my letter YOB!
Andrew Vause, Wellingborough, Northants.
YOB: Well, seeing as you're the only person who will admit to laughing at my jokes, I suppose I have to print your letter, Andrew! Andrew Vause, folks - a man of taste! All those games you mentioned are beezer, topper, boss, captain, skill and gear, but Gianna Sisters was withdrawn just after it went on sale (it was a bit too similar to Nintendo's Super Mario Brothers), so you might have trouble getting hold of it these days.

NO MORE SPECTRUMS?

Dear YOB,
I have recently heard that Spectrum computers are to be gradually phased out! Is this true? Does this mean that all of my games will no longer be of any use?
Mark Pearce, Chesterfield, Derbyshire.
YOB: I've conferred with experts on this subject, Mark, and I can confirm that your Spectrum software will not, I repeat, NOT, be useless as long as you have a Spectrum. And even if you sell your Spectrum or it gets kidnapped by terrorists or something, you can always use the cassettes to prop up a wobbly table or build an attractive model of the Taj Mahal (you'd have to paint them white for the full effect, though).

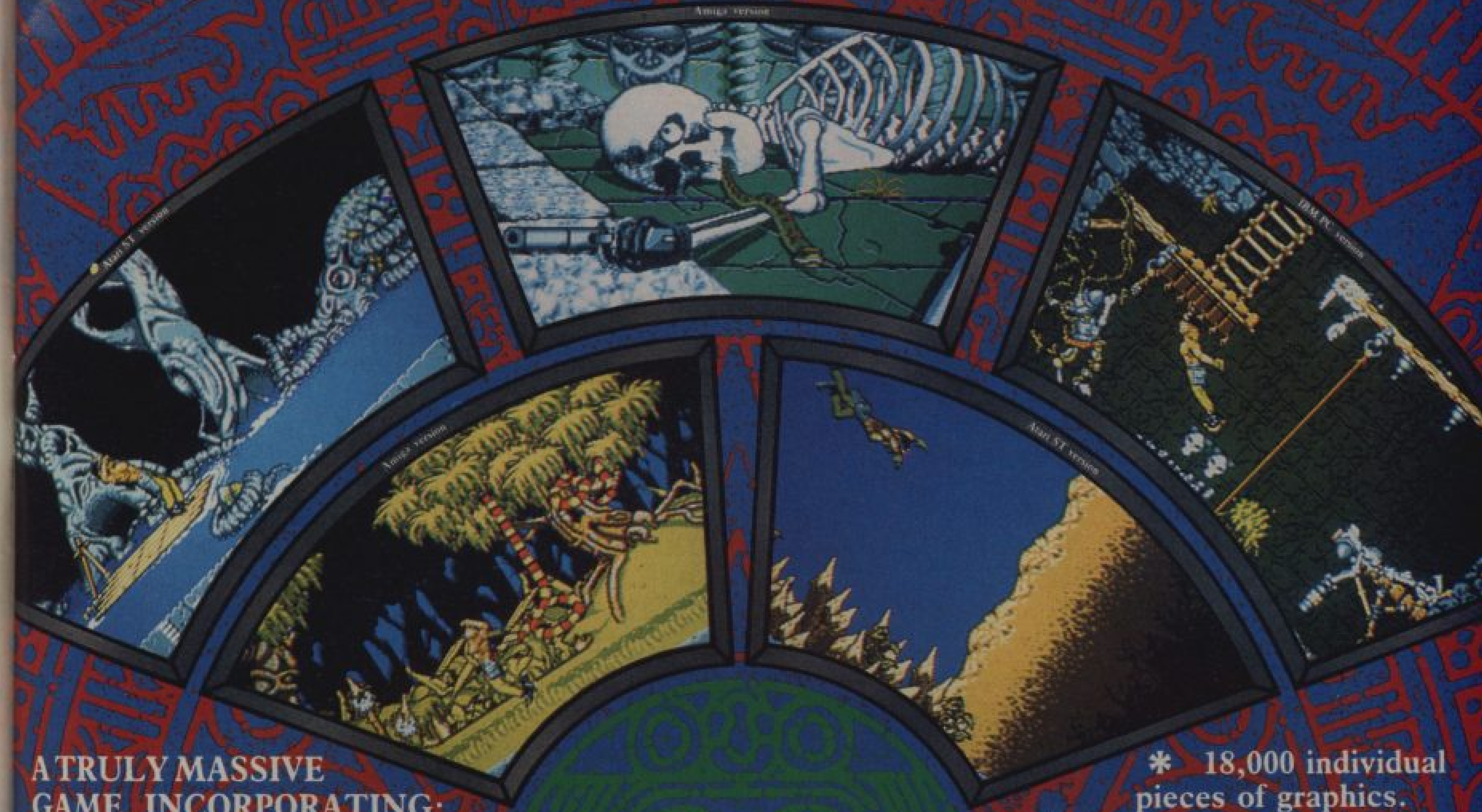
CRISP GASES REVEALED

Dear YOB,
I've just had the most stupendous, marvellous idea for a game. Brace yourself... Pro Sunbathing Simulator!!! Cool as hell or what?! It's a strategy game and the idea is to get as good a suntan as possible in a time limit! You have to take into account wind chill, temperature,and work out what sun factor oil you have to use.
Here's the good bit: once you've got your oil, you have to go to the beach and get the tan! But you get hassled by crabs and little kiddies with sunhats. To get rid of them they have to be blasted with suntan cream. To go onto the next level you have to reach a certain shade, so you can get a modeling contract, earn money and buy more suntan oil!
Great fun, I'll wager! So howzabout a software company making this (I had Codemasters in mind)?
Gareth Williams, Gwent.
PS Are you dull or what? There's no air in bags of crisps, they're packed in nitrogen.
YOB: How come all you amateur games designers seem to have Code Masters in mind as the perfect company to program and market your "product"? I mean are you taking the Mick or something?

LETTER FROM MUTHA

Dear Turd,
Now let me get this straight. You are just a big wimp and you know it. You think that doodle of you on your mailbag page makes you look hard eh? Well it doesn't! You look like a skinny prat with oversize Doc Martens that have sharpened carrots stuck to them! Keep a lower profile, Cecil (yeah, that's your real name!) or my pea shooter might blow your brain cell to Neptune's second moon.
One hell of a mean mutha, Dagenham, Essex.
YOB: Mum, how many times do I have to tell you never to write to me at the office? Now why don't you calm down and I'll come to see you at the institution this weekend, all right?

A THOUSAND WAYS TO DIE...



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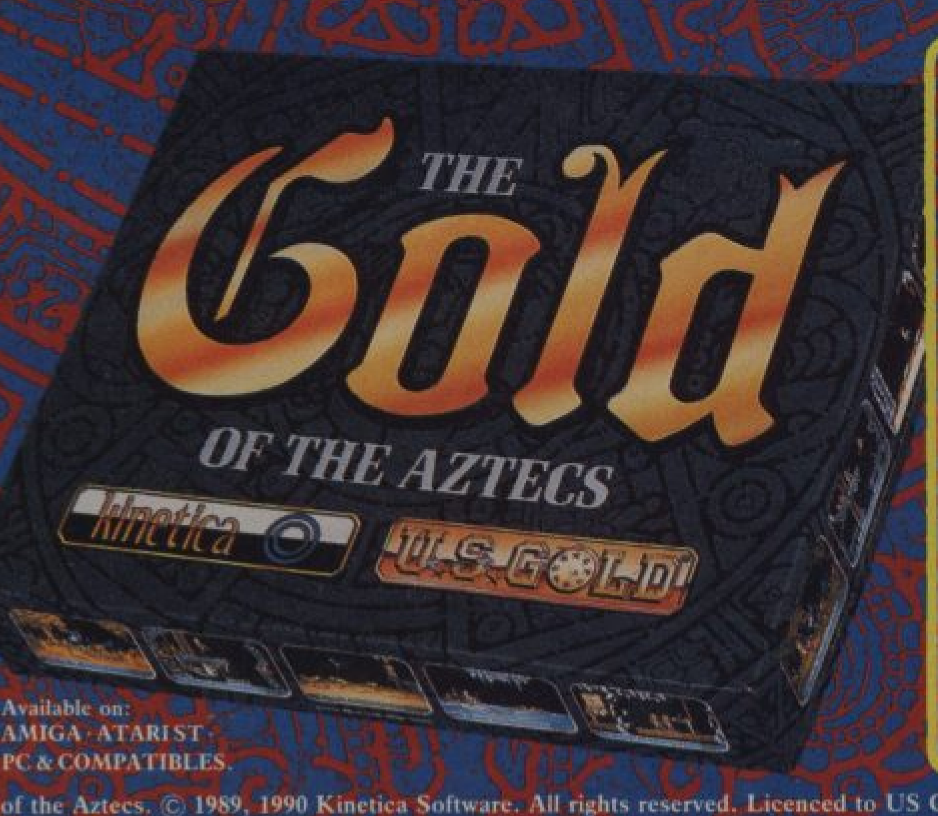
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THE GREAT AZTEC GOLD RUN!

(See inside box for details.)

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

HOTLINES



WIN A MEGADRIVE
0898 334 150

It's cool, jet-black, mean, and has more bits than an Airfix B52! Yep, it's the Sega 16 bit Megadrive - and us generous C+VG chappies have got yet another one of these black beauties to give away! Simply pick up the rap-rod and dial away! We'll be waiting for YOUR call!

WIN A LYNX
0898 555 537

Cor blimey! Spend a penny and cash me cheque, squire! Not ANOTHER luvly Lynx being handed out by those groovy geezers at C+VG! Yes, that's right and it could be YOU that becomes the latest addition to the growing ranks of C+VG winners! Get yer sister off the phone pronto, and dial up that hotline number double quick!

WIN A GAMEBOY
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It's Gameboy City on this hotline and no mistake! Be the proud owner of Nintendo's latest little gadget and glean hours of gaming fun - all from the palm of your hand (crikey!). It's a rip-roarin' miracle of modern gaming technology and it could be yours! Grab that phone and dial NOW!

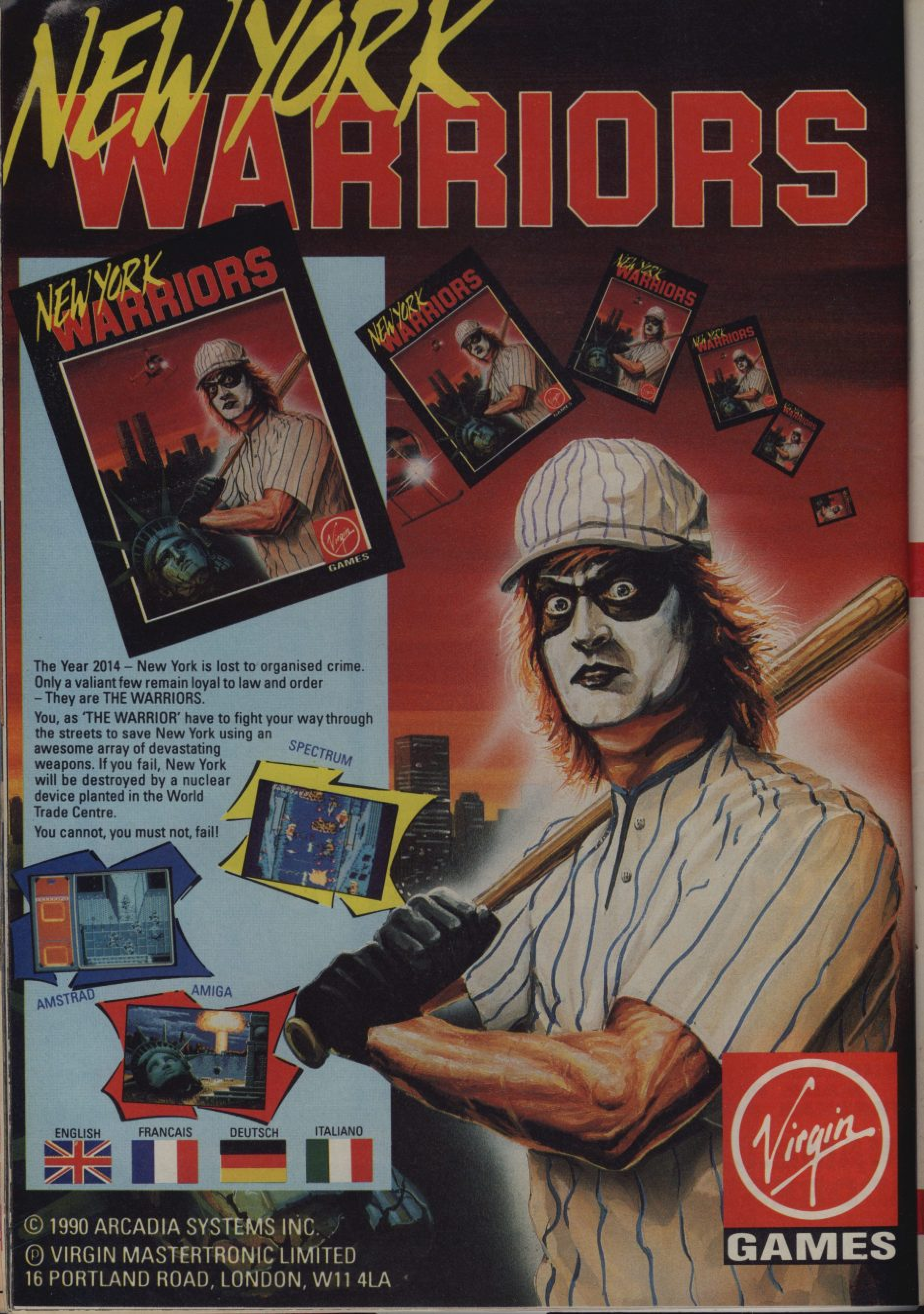
WIN A PC ENGINE
0898 555 539

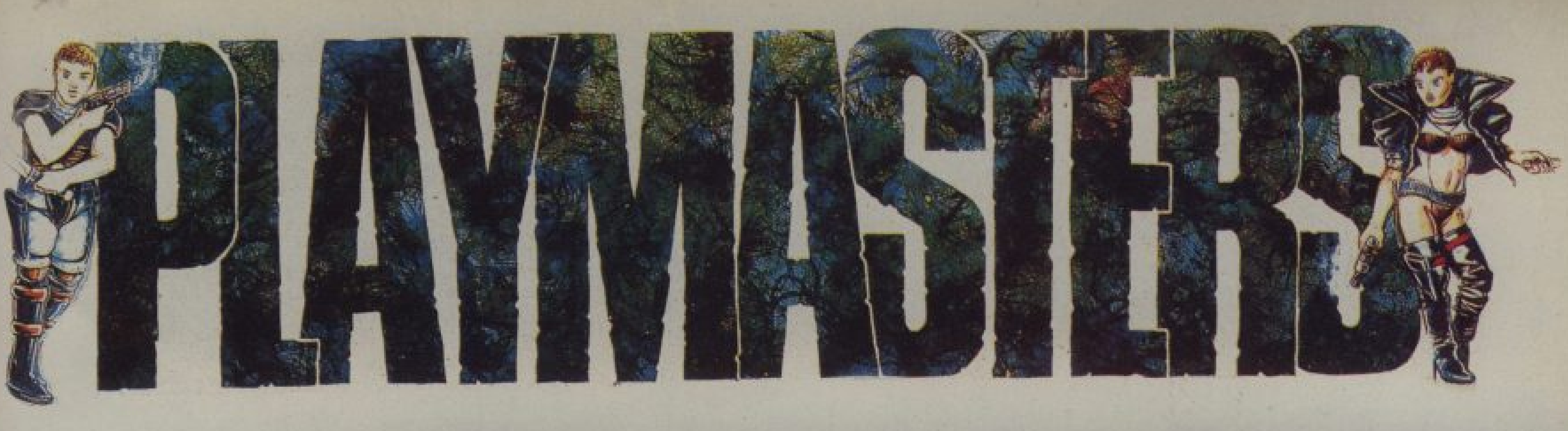
Phwoar! A genu-ine PC Engine all the way from Japan - up for grabs only on a C+VG hotline! It may only be a tiny little square box, but it packs a heart of sexy silicon! Grab that phone and dial immediately - it could be you playing top-notch arcade games for many a day to come!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. CALLS ARE CHARGED AT 38P PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF PEAK). ALL PROGRAMMES LAST NO MORE THAN THREE MINUTES.




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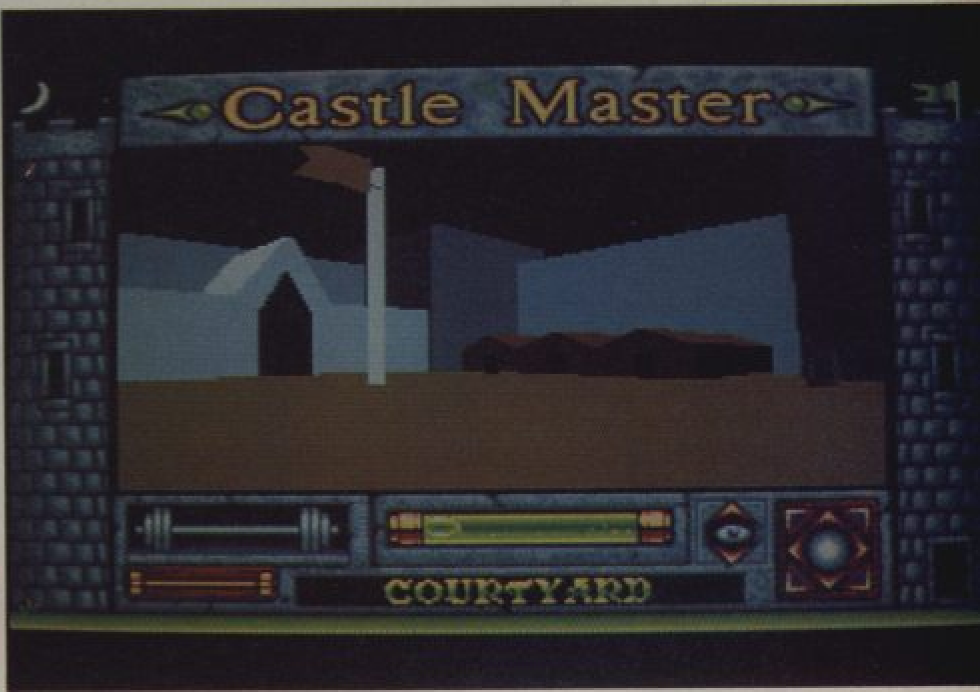

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GAMES



Here's yet another bumper harvest of blinkin' red-hot, radically groovy cheats and tips, including the solution to the rest of Vendetta on the C64, a buncha hints for the Sega, Nintendo and Lynx, and a lurvly Ghouls n' Ghosts map! If you've got a map, hint, tip or POKE and want to get your name in print, and possibly win yourself a stack of software, why delay? Send it in to PLAYMASTERS, C+VG, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Top tipster of the month gets



150.00 of software for their efforts and this month it's Vendetta ace, Andrew Kyprian, of Westcliff on Sea who gets the stuff.



ALL FORMATS

CASTLE MASTER

A full guide to key-location here, from Jay Gibson of Harlow in Essex. Ta, Jay!

KEY TO DOOR ON THE FOURTH FLOOR

Once in the courtyard, go to the Hay Barn. Kill the spirit, turn right and look behind the hay, and voila, the key will be on the floor.

GRANARY CHEST KEY

Stand on the drawbridge and close it. You will find yourself on top of the church, the key before you.

LIBRARY KEY

Go to the well and click down the hole.

BARRACKS KEY

Go to the stables, and open the door where the horse is. Crawl under it and click in the hole.



IGOR'S ROOM KEY

Go the kitchen and walk to the table. Turn around (facing the door), and lo and behold, there will be the key. (Note: if you go into the fireplace, you will appear in the larder, with lots of food. Also, there is a message under the kitchen table.)

IGOR'S CHAMBER

Enter, and kill Igor. Open the chest, take the treasure, and there will be an unmarked key.

STAIRWELL KEY

Once the unmarked key is in your possession, push the first button, but don't go through the first door (leading to the stairwell), but take the other until you reach the vault vestibule, which has the stairwell key. Now return to the other door.

AMIGA

NEW ZEALAND STORY

Christopher Williams of Haslemere in Surrey has sent in this nifty back-door to jump from level 2-1 to 3-4. Get a balloon, and find the captive kiwi. Go up the stairs, which lead to a small room with 2 green fruit in it. Go over to the left of the room, where there are 2 small steps. Jump on the first one, and fire to the right. A warp should appear which will hurl you to level 3-4! Amazing, eh?

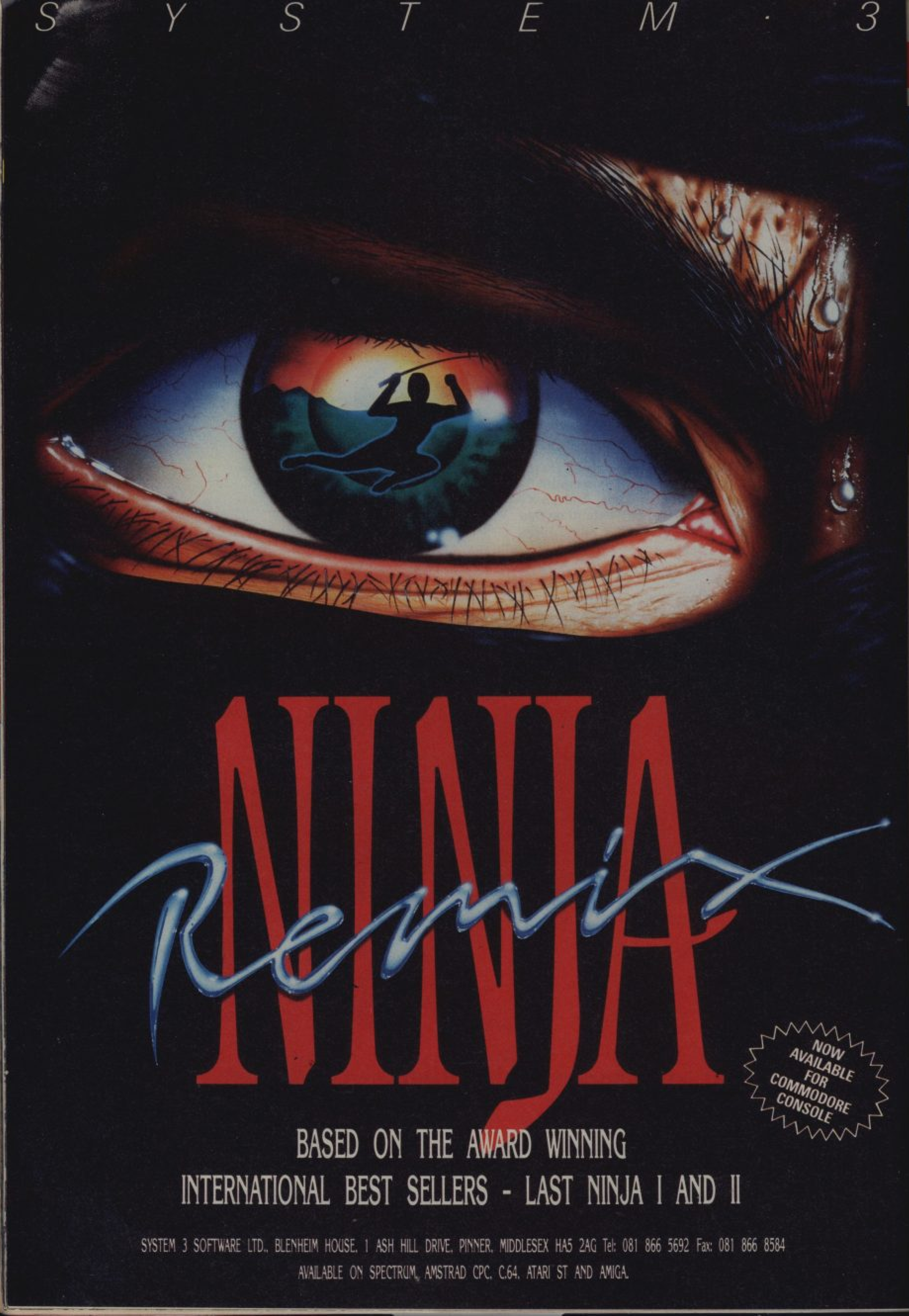
C64

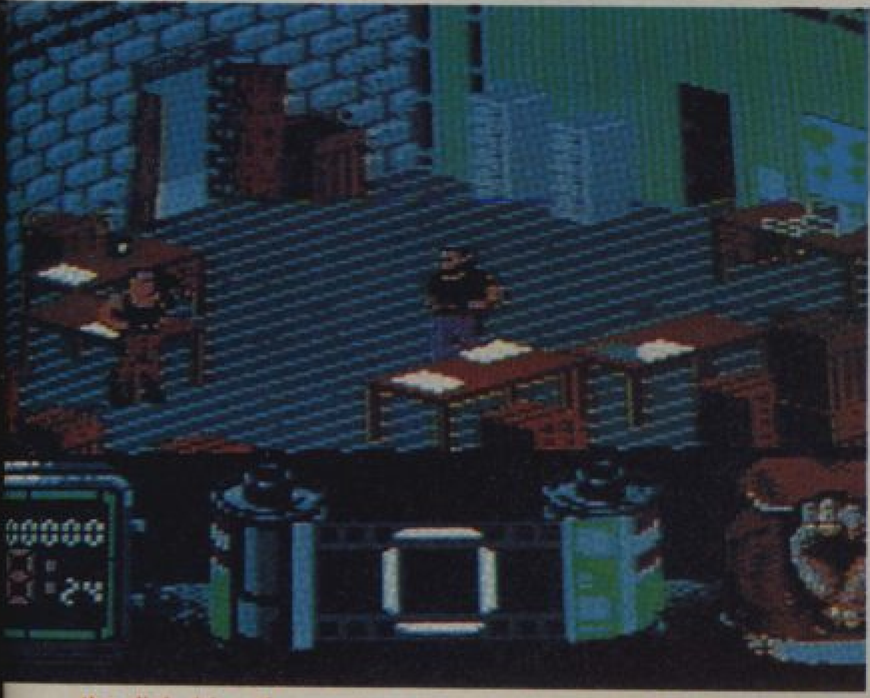
VENDETTA

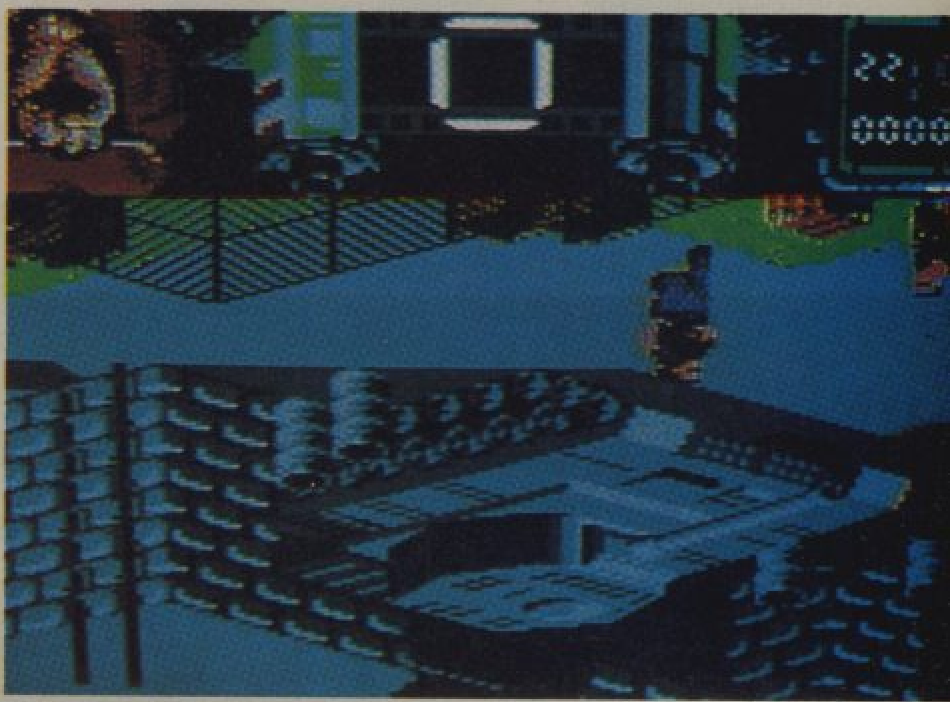
After the first two levels last time round, here's the rest of the solution for System 3's stonker, again courtesy of Andrew Kyprian of Westcliff-on-Sea.

LEVEL 3 - THE ARMY BASE

Select the machine-gun, and kill the guard. Kick down the door, and enter. Kill the guard, and get the handbag from the desk at the front of the screen (it's on the left of the chair). Get the map from the filing cabinet in the corner, and get the book from


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the disk drive (funny place to keep a book, but there you go...). Leave the room, kill the guard, and go right. Kill another guard, enter the next screen, kill yet another guard (in the sand-bag pit). Go onto the next screen, kill the guard, climb up and get the ammo (optional). Go left, dispose of yet another guard, kick down the door and get some ammo from the pink room. Exit, and move on to the next screen. (Altogether now!) Kill the guard, enter the building on the right, kill another guy, and get the shoe (which is on the pillow). Leave, and go left. Select the key, face down and left, go to pick-up mode and open the door.

LEVEL 4 - MORE HARD DRIVIN'

Follow level 2's instructions from last month.

LEVEL 5 -THE AIRPORT

Kill the guard, kick down the door and enter the room. Get the disguise from the filing cabinet, and the bullet-proof vest from the middle locker on the left-hand wall. Leave the room, and go to the hangar. Go through one screen, and replenish the ammo from the brown box. Go through 3 more rooms, go up the stairs, kill one guard, and make your way to the plane's cockpit. Kill another guard, and get the map from in-between the



two lockers. Select wire-cutters, and kneel down behind the girl (Oi! Stop that!). A picture of the bomb should appear. Cut the wires in this order:

1) MIDDLE/RED
2) LEFT/YELLOW
3) RIGHT/BLUE

LEVEL 6 - EVEN MORE ROAD BLASTING

Again, the same as levels 2 and 4.

LEVEL 7 - CENTRAL PARK

Go through all the screens, killing the guards as you go. Once that's accomplished, return to the water fountain. You should see a man lying on the ground. Walk to his left hand, face out of the screen and kneel down. He will now stand up, you will have rescued your brother and completed the game! YIPPEE!

And just to make life that little bit easier, Tony Jeffrey from Royston has sent in this little wonder - press down SHIFT LOCK, and press down all the keys on the right of the keyboard. This should make you skip levels, and you don't have to worry about collecting the items, as you get them automatically! Phwoar!

Well, if you can't finish it now, then you might as well either go and watch Home and Away, or stick your head in a bucket of cold porridge! Get to it!

GAUNTLET

Stephen Worthy of Esher in Surrey has sent in this handy tip for loads of health in two-player mode. When your player is almost dead, start hand-to-hand fighting with Death. Just before you die, start shooting. Keep firing, and when you come back to life, you should have 9999 health points! This may immobilise you for a moment or two, but fire at regular intervals to see if you can move again.

SPECTRUM

CYBERBALL

Oliver Gutridge of Havant, Hants, doesn't know if this is a cheat as such, but when receiving the ball after a safety, don't run forwards, but into your own endzone and wait until tackled. Once you've chosen your play you should find yourself three-quarters of the way up the field!

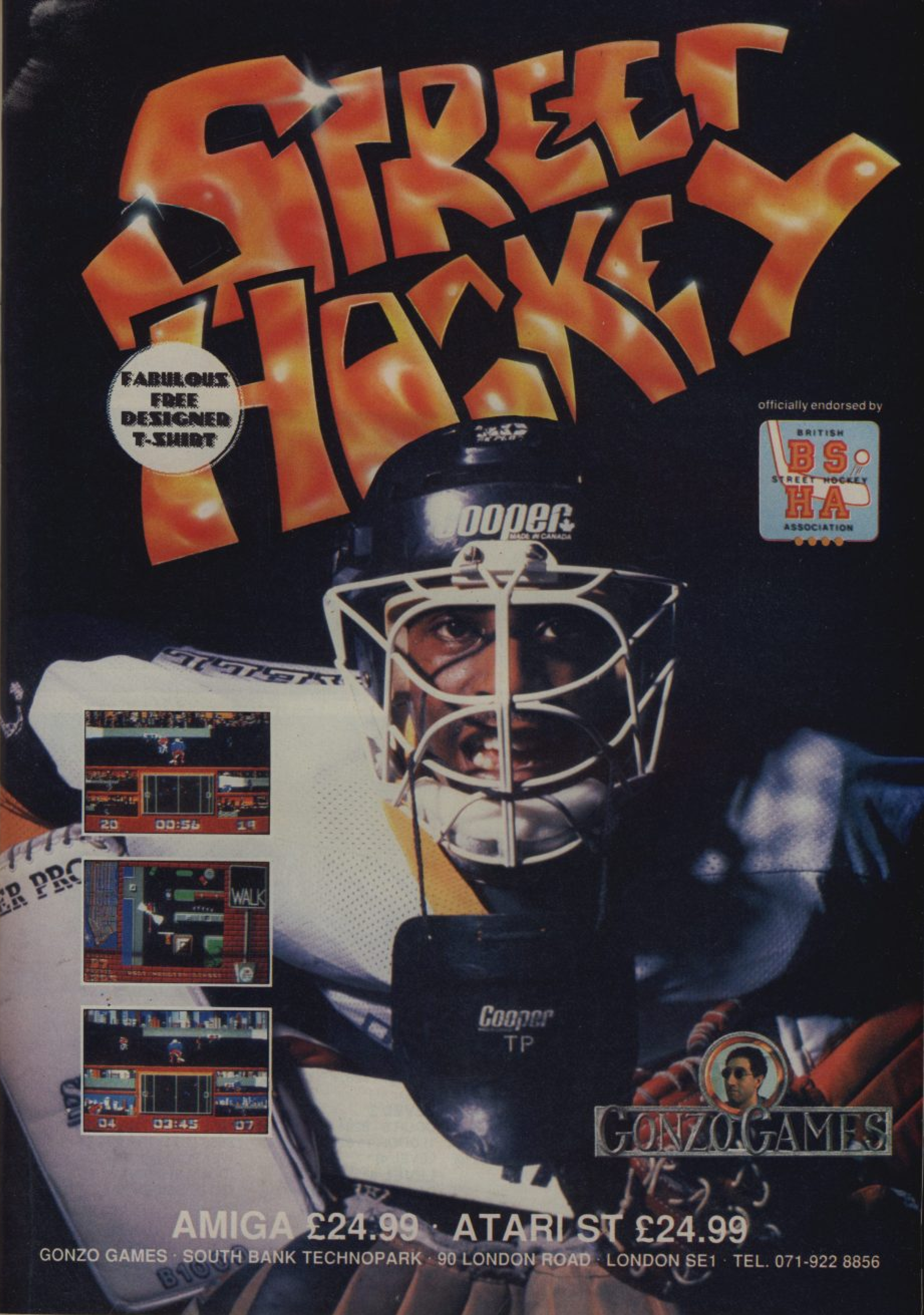
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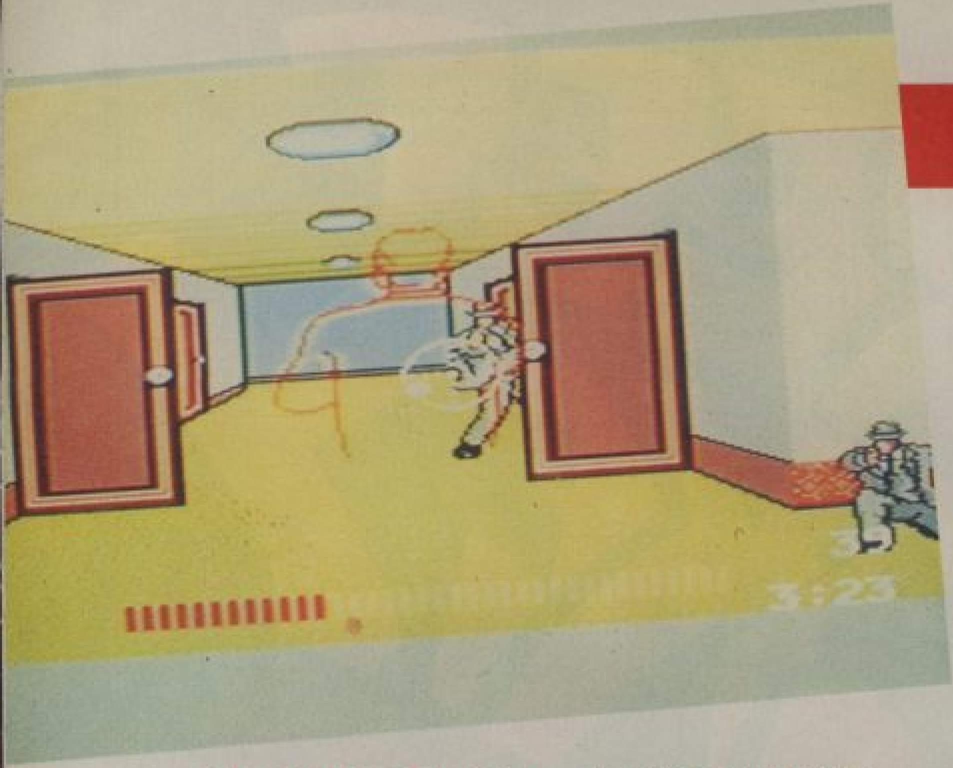
P47

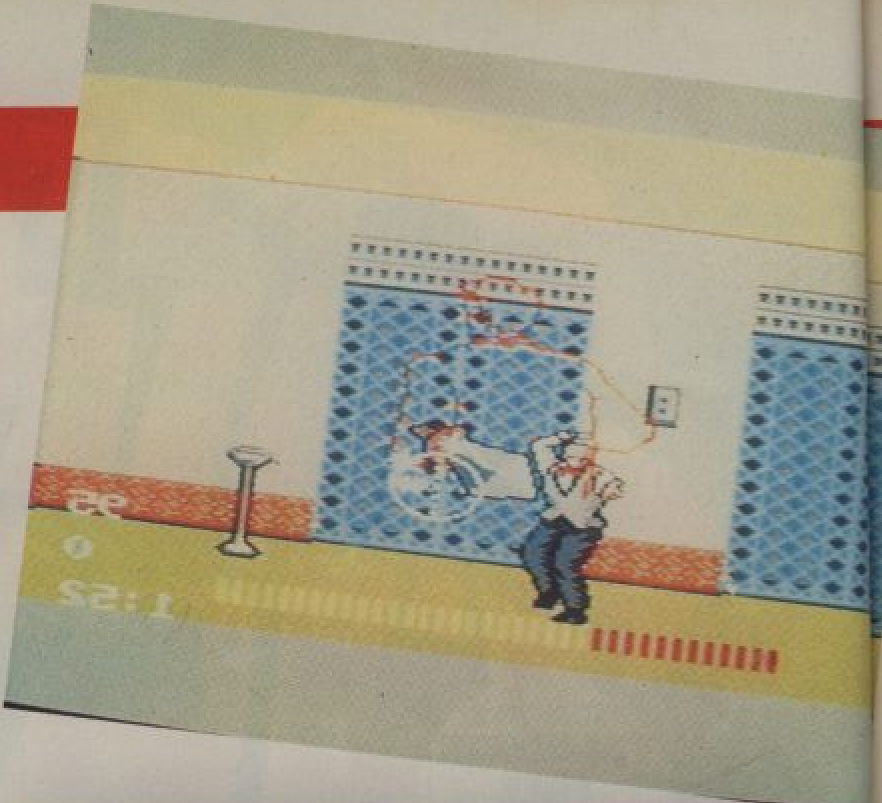
If you're having problems with P-47 try typing **ZEBEDEE** on the high score table for infinite lives. Thanks to an anonymous reader from Doncaster for that petite cheat.

INDIANA JONES III

If you're having a bit of a problem with US Gold's rather tricky platform caper, Jason Henry from Selkirk in Scotland has thrown a couple of little tips our way. Press SHIFT + 1 to take you back to the start of a level, SHIFT


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+ 2 to get to the next reset point (where you start if you lose a life), and SHIFT + 3 to jump to the next level. Cheers, Jase, and all that.

SEGA

DEAD ANGLE

Carlo Iacocino from Australia's obviously a guy in the know, and he's sent in a bundle of tips for Sega's gangster shoot.

ROUND 1 (NAPOLI, ENRICO FAMILY, SHOPPING DISTRICT)

ENEMIES: Start shooting straight away. Shoot the men as they jump out of the windows above.
BOSS: When he comes past, duck. He will crouch down, so fire at him then. Try to save some tommy gun ammo.

ROUND 2 (NEW YORK, SABATORE FAMILY, WATERFRONT)

ENEMIES: Pick off men on ship, also those falling down. Fire rapidly at the men in the warehouse.
BOSS: Use rapid fire. When he comes past, go up and come down firing.

ROUND 3 (NEW YORK, ORAZIO FAMILY, HOTEL)

ENEMIES: Use the tommy gun at the guys in the hallway. Don't stop firing.
BOSS: Duck, and shoot at any knives that come toward you.

ROUND 4 (CHICAGO, VINCENT FAMILY, DOWNTOWN)

ENEMIES: Fire at the feet of the men above, and fire rapidly at the groups below.
BOSS: Simply duck, and fire at his chest.

ROUND 5 (CHICAGO, TOMASSO FAMILY, KING'S MANSION)

ENEMIES: Be careful of the men hiding under the stairs.
BOSS: A bit of a toughie, this one. Avoid his grenades, go up above him and fire.

ROUND 6 (THE BIG BOSS - ROBERT KING, THE SHOWDOWN)

ENEMIES: Try to keep a constant rate of fire, as most of the bad guys turn up in groups.
BOSS: This is the fun part - all the previous end-of-level bosses turn up, so take care of them as you did before. For King, aim at his head, and keep firing.

MEGADRIVE

GHOULS N' GHOSTS

On the middle of the second level, don't bother killing the monster on the skulls. Run past him onto the earthquake section. If you don't manage to kill him and get wiped out in the process, you start at the beginning of the earthquake level! Cheers to Leon Wong of London for that.

LYNX

ELECTROCOP

Howsabout this then, guys and gals? Simon McTiernan of Earley in Reading has sent in a bumper bag of codes for Epyx's little wonder!

LEVEL 1

DOOR 1 - 2473 (TO LEVEL 2) DOOR 2 - 9874 (TO LEVEL 2)

LEVEL 2

DOOR 1 - 3287 (TO LEVEL 7)

LEVEL 3

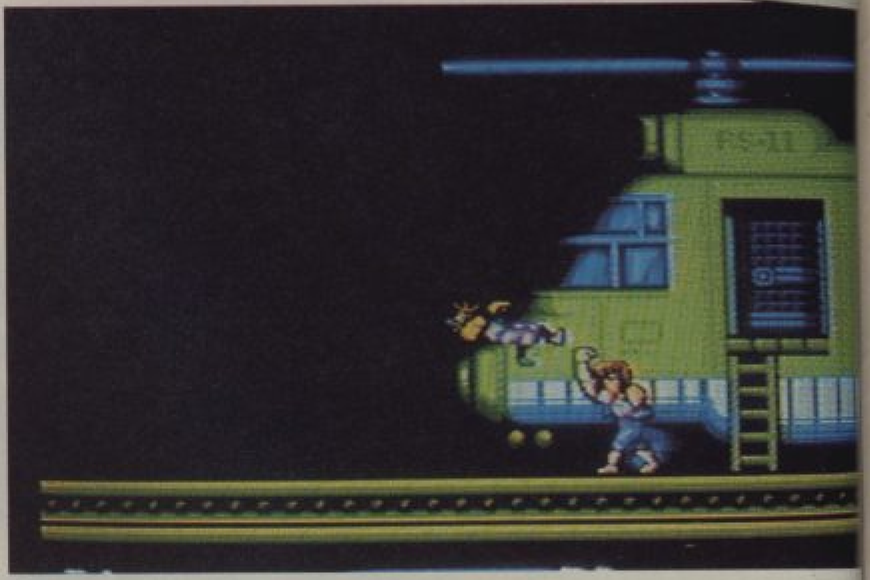
DOOR 5 - 8294 (TO DOOR 1) DOOR 1 - 9284 (TO LEVEL 4)

LEVEL 4

DOOR 1 - 0394 (WEAPON) EXIT TO LEVEL 11

LEVEL 5

DOOR 8 - 4285 (TO DOOR 5) DOOR 5 - 0912 (TO DOOR 2) DOOR 2 - 5462 (TO DOOR 7) DOOR 7 - 7865 (TO DOOR 4) DOOR 4 - 7642 (TO DOOR 1) DOOR 1 - 8658 (TO DOOR 6 PLUS WEAPON) DOOR 6 - 0974 (DOOR 3) DOOR 3 - 9973 (TO PRESIDENT'S





DAUGHTER)

LEVEL 6
DOOR 1 - 9722 (TO LEVEL 5) EXIT TO LEVEL 7

LEVEL 7
DOOR 1 - 6021 (TO LEVEL 4) DOOR 2 - 5824 (TO LEVEL 9) EXIT TO LEVEL 3

LEVEL 8
DOOR 1 - 7698 (TO LEVEL 6)

LEVEL 9
DOOR 3 - 7102 (WEAPON) DOOR 4 - 4726 (NOTHING) DOOR 5 - 1375 (TO LEVEL 11) DOOR 6 - 2857 (WEAPON) DOOR 7 - 6998 (WEAPON) DOOR 8 - 1798 (WEAPON) DOOR 9 - 4321 (TO LEVEL 1) EXIT TO LEVEL 4

LEVEL 11
DOOR 1 - 0293 (TO LEVEL 12)

LEVEL 12
DOOR 1 - 2987 (WEAPON) DOOR 2 - 6473 (WEAPON) EXIT TO LEVEL 11 EXIT TO LEVEL 8

Simon also gave us the quickest route to the President's daughter, which is as follows - LEVELS 1, 2, 7, 4, 11, 12, 8, 6, 5. Now y'all ain't got no reason to mosey on down and do the business, have you?

NINTENDO

DOUBLE DRAGON II

Anonymous of Somewhere sent in this little hint for Acclaim's rather natty beat 'em up. During mission 3, when the helicopter door opens, press START, wait three seconds, then press START again to continue. The door will close!

ROBOCOP

Once you have used your first three continues, hold down buttons A and B, SELECT and START simultaneously. The screen will switch to the main title screen. Move the cursor to CONTINUE, and carry on from where you left off. Thanks again to the unknown tipster for that.

COBRA TRIANGLE

Yet another anonymous tip - I do wish people would put their names and addresses on these things! Anyway, when you cross the finish line at the end of each race, you can rack up loads of bonus points by putting your boat into a spin. You'll get 1000 points for each spin you do!

GUNSMOKE

The anonymous tipster strikes again, with a handy cheat for would-be gunslingers. On the title screen, press button A four times, SELECT four times, RIGHT twice and then START. You'll be the proud owner of a machine gun with 300 bullets!

PC ENGINE

KLAX

Hot off the presses is this little cheat for Tengen's PC Engine conversion of their tic-tac-tile game, thanks to Ashley of Spectresoft in Covent Garden (HAH! Blatant advertising tactics, eh? That won't wash with US!). You can start the game with 9 credits, but to get 9 more at any point, push UP on the pad, press SELECT and buttons I and II. Simple, yes?

IMAGE FIGHT

Fed up with the boring, horizontal screen? Want your game to be that bit more like the coin-op? Then turn off your Engine, hold down button I, and turn the beast back on! Thanks again to Ashley of Spectresoft for that little number.

DON DOKO DON

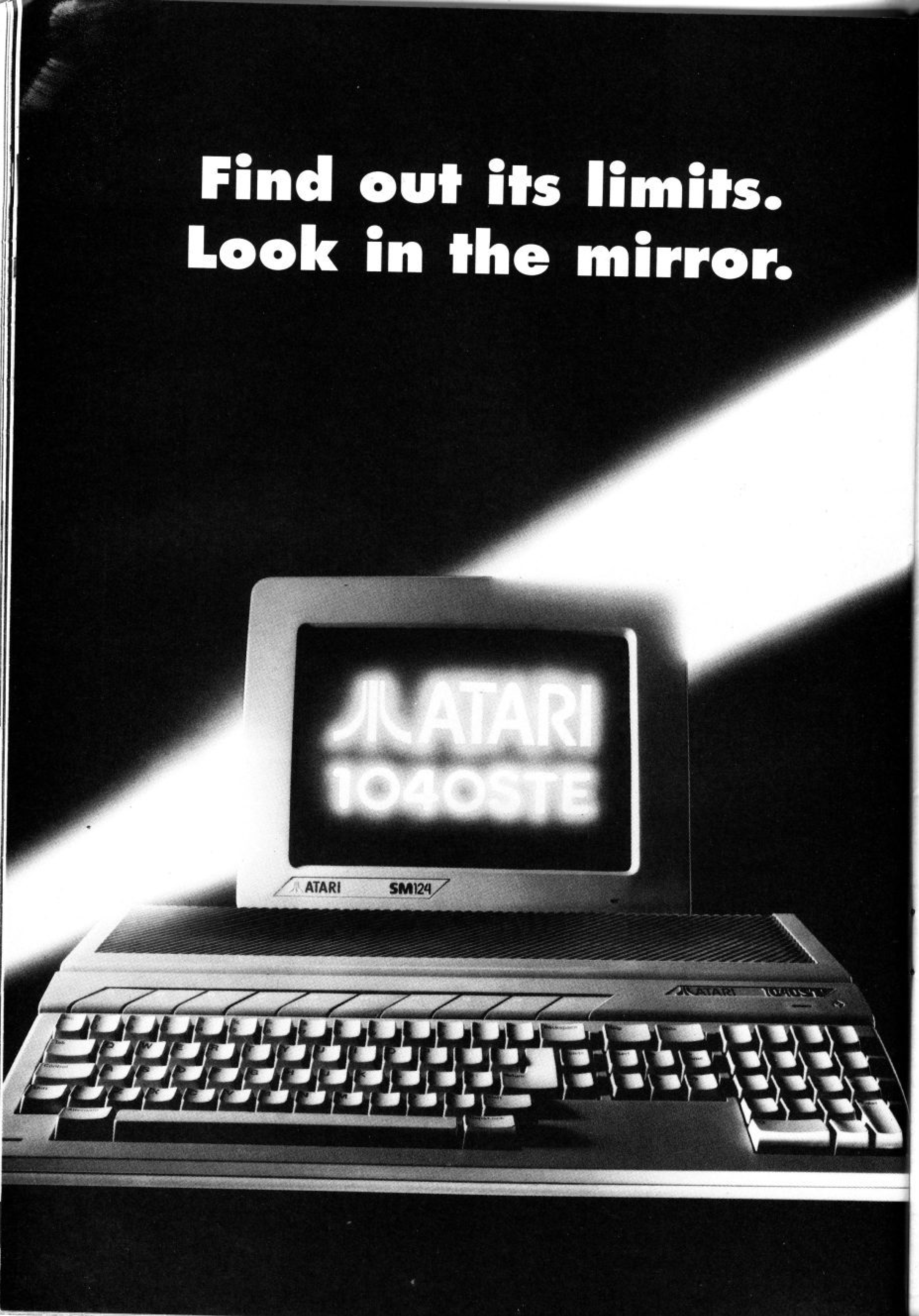
If you're a right duffer at this game you won't have realised that there's a magical level warp to be found on the very first level! Get rid of two of the monsters on screen one, then, avoiding the remaining one, go to the middle of the top platform and repeatedly leap and hammer. After a couple of blows a key should fall onto the platform. Pick it up and a door will open at the bottom of the screen, allowing you to warp to The Password Chamber! But what's the password? Well, look at this here picture which displays the correct order to smash the jars in to get you to level 51!! ZOWIE!

In case you can't be bothered to look at the picture, the combination is: HEART, DIAMOND, CLUB, CLUB, SPADE, HEART, DIAMOND. C+VG's very own Rob 'n' Paul discovered that one!








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HIGH SCORES

Welcome to the Official UK Highscores Table, the only place where the nation's greatest scores are logged for posterity. If you reckon your score is hot enough for a place on the roll of honour then scrawl it down on a postcard or sealed down envelope and send it to OFFICIAL UK HIGHSCORE TABLE, C+VG PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Our panel of experts will consider your entry, and who knows? It could be you joining the ranks of the champions!

SEGA

ACTION FIGHTER
1,650,525 Michael O'Neill, Consett, Co.Durham
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALIEN SYNDROME
212,600 Martin Kennedy Dempsey, Darlington, Co.Durham
ALTERED BEAST
720,908 Gavin Walmsley, Harlow, Essex
AMERICAN PRO FOOTBALL
588-7 Karl Clark, Cleveland
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 98,799 Scott McGrath, Swindon, Wilts
FOOTBAG: 187,840 James May, Birchington, Kent
SURFING: 9.8 Robert Wigston, Lanarkshire, Scotland
SKATING: 5180 Robert Wigston, Lanarkshire, Scotland
BMX: 175,700 Robert Wigston, Lanarkshire, Scotland
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
DOUBLE DRAGON
1,026,660 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
765,290 Robert Wigston, Lanarkshire, Scotland
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
427,400 Iain Gentry, Hillingdon, Middx
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GOLDEN AXE
225.0 Iain Gentry, Hillingdon, Middx
GHOST HOUSE
1,388,500 James Denham, London
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
69 Darryl McLoughlin, Pewsey, Wilts
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
667,100 Tim Gadler, Victoria, Austrailia
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
95,350 David Barnes, Sawston, Cambridge
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,673,800 Scott McGrath, Swindon, Wilts
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
22,100,110 Gareth Pollitt, Thirsk, N Yorks
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
430,991 Mark Granados, Battersea, London
WORLD SOCCER
41-0 Karl Clark, Cleveland
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
17,649,850 Mark Ganados, Battersea, London
ALTERED BEAST
2,209,900 Joel Cullen, Hants
COLUMNS
11,120,300 Julian Rignall, C+VG
DJ BOY
6,221,900 Paul Taylor, West Bromwich, West Midlands
ESWAT
192,000 John McIntyre, Manchester
FINAL BLOW
2,921,565 Bryan Bundred, Basildon, Essex
FORGOTTEN WORLDS
1,720,200 Richard Cameron, Edinburgh, Scotland
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
401.5 Gavin Walmsley, Harlow, Essex
NEW ZEALAND STORY
413,070 Dominic Smith, Thorpe Bay, Southend
RAMBO III
1,277,350 Jason Weir, Wisbech, Cambs
SPACE HARRIER II
27,079,700 Ralph L Woolford, Twickenham, Middlesex
SUPER HANG-ON
Beginner: 51,355,300 Barry Duffin, Retford, Notts
Junior: 45,729,220 Graham Shaw, Loughton, Essex
Senior: 48,394,800 Graham Shaw, Loughton, Essex
Expert: 80,821,640 Martin Westwood, Kingsteighton, S.Devon
SUPER SHINOBI
3,324,100 Daniel Curley, Manchester
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
THUNDERFORCE III
1,134,510 Ian Woodley, Redditch, Worcs
ZOOM
209,530 Andrew Croft, Dewsbury, West Yorkshire

NINTENDO

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715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
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105,700 Iain Bowden, Bearsden, Glasgow
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686,730 Steffen Sletvold, Norway
MEGA MAN
1,101,600 Steffen Sletvold, Norway
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
333,778 Tim Gadler, Victoria, Austrailia
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
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SUPER MARIO BROS II
Completed James Tillotson, Southwell, Notts
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

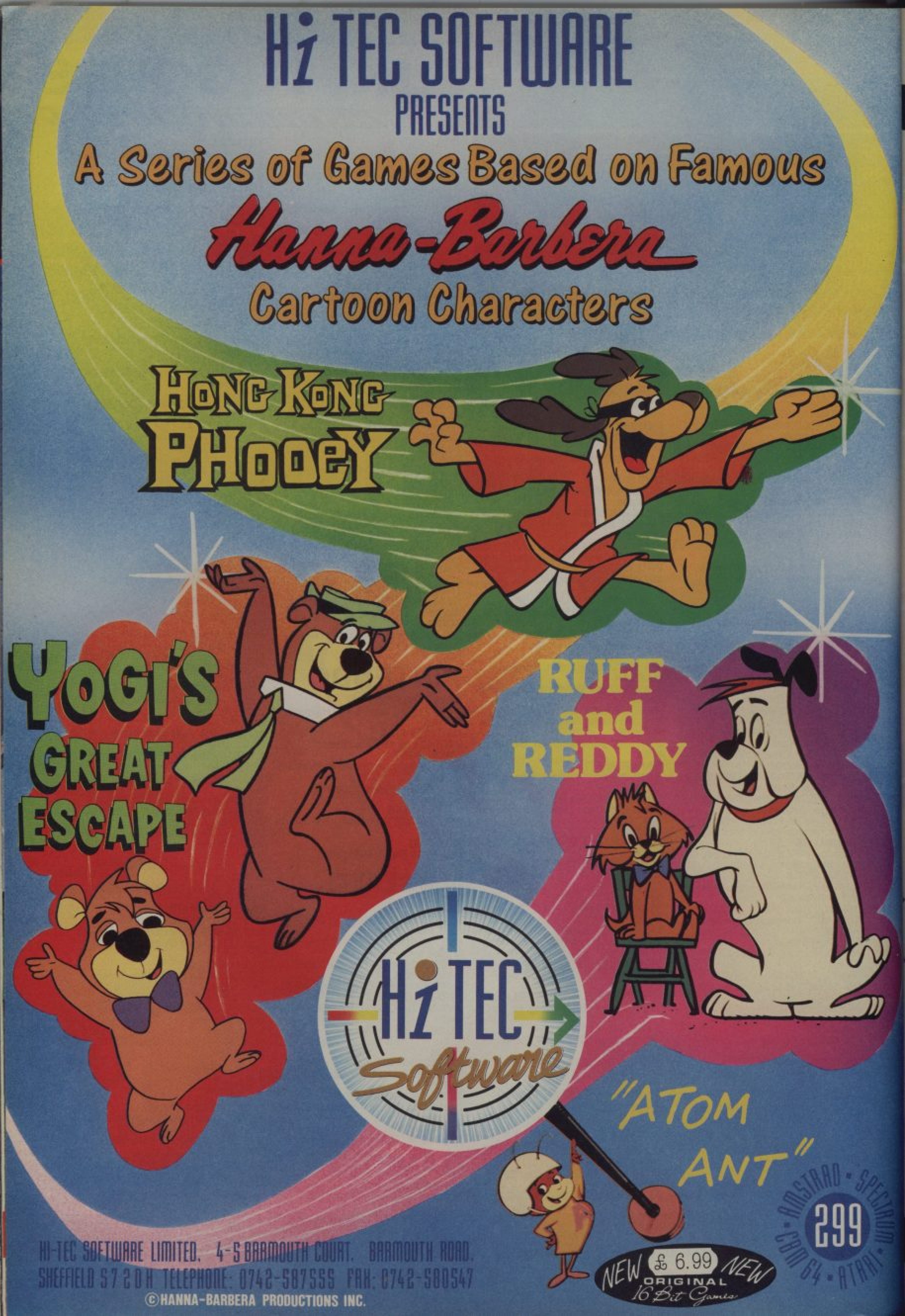
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999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
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ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
626,450 Bryan Servante, Stevenage, Herts
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
POWERDRIFT
1,151,840 Stuart Archer, S.Godstone, Surrey
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield,
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
280,600 Tim Morris, Stoke-On-Trent, Staffs
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
18:30:13 Stuart Archer, S.Godstone, Surrey
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

C64

ALTERED BEAST
360,300 Alexis Haddon, Australia
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
617,660 Jonathan Sherman, Ban-



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9,384,110 Simon Stapleton, County Cork, Northern Ireland
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
CASTLE MASTER
4,307,500 Stuart Mays, Langport, Somerset
DENARIS
489,980 Jon Kavanagh, Surrey
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
HAMMERFIST
20,294 Craig Hurst, Whetstone, Leicester
IK+
588,000 Ste Markey, Liverpool
LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,513,788 Simon Stapleton, County Cork, Northern Ireland.
NINJA WARRIORS
2,999,369 Alexis Haddon, Austrailia
OPERATION WOLF
1,300,250 David Smith, Mitcheldean, Gloucs.
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
4,794,350 Jon Kavanagh, Surrey
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,938,300 Adrian Mylchreest, Barnsley, S.Yorks
SALAMANDER
427,200 Adrian Mylchreest, Barnsley, S.Yorks.
SHADOW WARRIORS
160,300 John Poster, Herts
SILKWORM
1,288,900 Christer Bjorkman, Finland
TURBO OUT RUN
16,900,160 Simon Stapleton, County Cork, Northern Ireland.
TURRICAN
1,536,870 Jim Janning, Belfast, County Antrim
TUSKER
1,542,000 Chris Rautenberg, N Territory, Australia
UNTOUCHABLES
86,895 Brian Lee, Kincorth, Aberdeen
VENDETTA
72,600 Craig Hurst, Whetstone, Leicester

AMIGA

AFTERBURNER
20,127,290 Mark Caban, Victoria, Australia
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
308,650 Sebastiano Tognacci, Venice, Italy
CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
234,240 Sebastiano Tognacci, Venice, Italy
DATASTORM
822,290 Julian Rignall, C+VG
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS
364,700 Sebastiano Tognacci, Venice, Italy
FORGOTTEN WORLDS
1,427,690 Martyn Allsop, Burton-on-Trent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION THUNDERBOLT
2,680,200 Ian Perryman, Plymouth
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
2,007,272 Mr B, Colne, Lancs
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744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
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ROBOCOP
374,210 Philip Newland, Beckenham, Kent
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
737,700 Danny Aikens, High Wy-

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeff---, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
4,802,260 Peter Graham, Newtownabbey, Co Antrim
DOUBLE DRAGON II
108,200 Paul Wheatley, New Eastwood, Notts
DRAGON NINJA
132,580 Peter Clift, Bedhampton, Havant, Hants
DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent
E-MOTION
363,150 Stuart Campbell, Bathgate, W.Lothian
EMPIRE STRIKES BACK
1,160,330 Robert Swan, C+VG
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
102,900 Winchmore Hill, London
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OPERATION THUNDERBOLT
846,200 Stephen Jones, Halesowen, W Midlands
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
70,250 Ian Currigan, Birmingham
POWERDRIFT
1,750,044 Chris Skok, Epsom, Surrey
RAINBOW ISLANDS
3,286,660 Stephen Simpson, Othey, W.Yorks
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
571,210 Robert Swan, C+VG
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
31,200 Paul Wheatley, New Eastwood, Notts
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
36,621,214 David Bibby, Dartford, Kent
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
THUNDERBLADE
618,510 Richard Davis, London
TURBO OUTRUN
18,500,200 Stuart Campbell, Bathgate, W.Lothian
VINDICATORS
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XENON
8,944,860 Colin Tracey, Colchester, Essex
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2,660,940 Damian Pierce, Hazlemere, Bucks
combe, Bucks
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447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
290,950 Gareth Pollitt, Thirsk, N Yorks
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1,137,400 Gary Maxam, Colchester, Essex
XENON II
7,692,280 David Hansson, Partille, Sweden

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
16,037,710 Daniel Edwards, Chorley, Lancs
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,108,000 Daniel Edwards, Chorley, Lancs
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancs
OPERATION THUNDERBOLT
3,521,400 James Thomas, Derby
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
1,316,250 Daniel Edwards, Chorley, Lancs
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHINOBI
65,650 James Thomas, Derby
STRIDER
26400, James Thomas, Derby
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
539,520 Dominic Veal, Tring, Herts
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

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APB
$58,780 Andrew Buckly, Reading, Berks
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42,590 James Bell, West Wickham, Kent
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BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
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881,525 Raymond Yeung, Belmore 2192
CHASE HQ
15,447,546 Matthew Knight, Plymouth, Devon
CYBERNOID II
240,450 Samir Al-Amar, Havant, Hants
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,090,225 James Sparshott, Orpington, Kent
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
HARD DRIVIN'
511,727 Andrew Buckley, Reading, Berks
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants
NINJA SPIRIT
253,000 Ben Paynter, Adelaide, Australia
OPERATION THUNDERBOLT
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56,708,370 R McDonald, Thurnby, Leics
ROBOCOP
2,974,000 David Nicholas, Bracknell, Berks

GRAB A GREMLIN

GET GREMLINS GEAR WITH ELITE!

Cor Blimey! Strike a light and buckle me shoes, guv'nor! Have we got a flippin' marvellous compo for you, or what! Things have been all quiet at Elite of late, but all that's set to change with Gremlins 2! Yes, you did read correctly - Elite have scooped the licensing rights to this blockbuster movie and their game of the film will be available from your local software emporium this autumn!

And to provide a little Gremlins excitement amongst the C+VG-reading populace, Elite have come up with this rather juicy Gremlins 2 compo! You could get your hands on one of 25 Gremlins 2 packs, each including (deep breath): a copy of the original movie on video, a Gremlins 2 computer game, loads of Gremlins pens and pencils, a corking Gremlins 2 keyring and a marvellous mug. Is that all? 'Course not! Elite have also thrown in a Gremlins 2 figurine and a vast poster to paste over your boring old bedroom wallpaper!

Sounds pretty wizzo, eh? Well, you've got to earn all these goodies! Most boring old compos require you to answer a tedious set of questions. Well, the Gremlins have obviously got to this one 'cos we want you to provide the QUESTION to this answer!

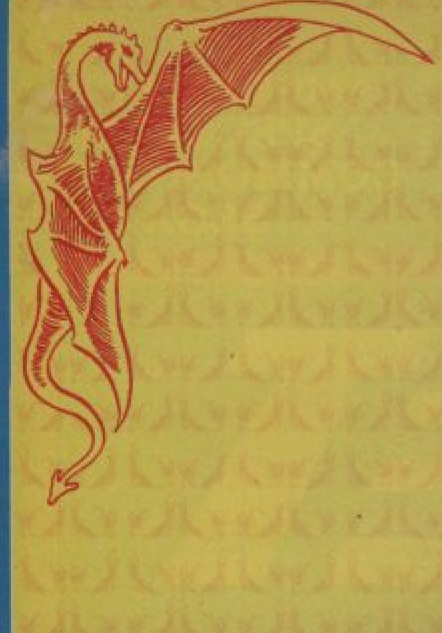
SIXTY MILLION FRANKFURTERS AND A PAIR OF OVEN GLOVES..

We here at C+VG love a good guffaw, so if you think you can provide a side-splitting question to this simple answer, write your question on a postcard and send it off to: THEM GREMLINS LOOK JUST LIKE MY GRANDAD COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Be sure to get your answer (or rather your question) in to us by 30th October - that's when we'll be choosing the best 25, and they'll all get their share of the goodies!





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LEGEND OF FAERGHAIL









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Amiga, Atari ST, IBM PC £29.99

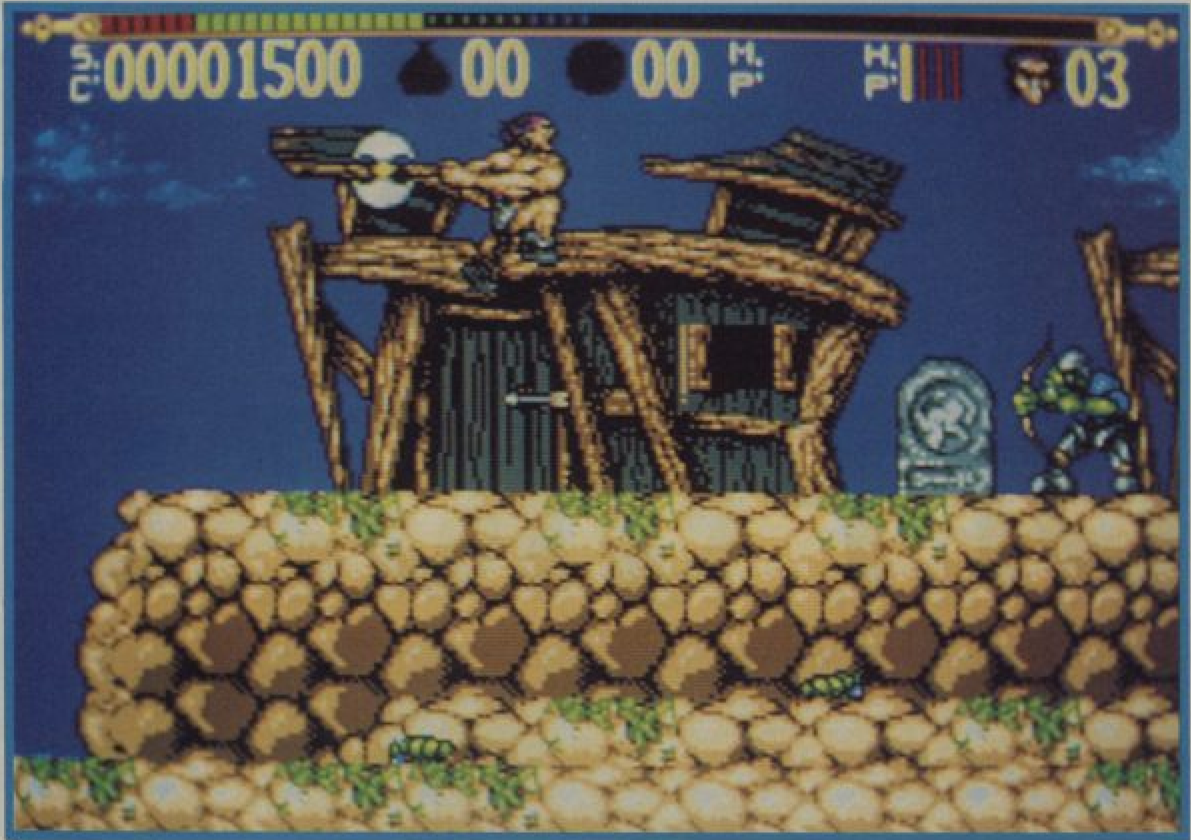
Enter a Brave New World in the LEGEND OF FAERGHAIL. The shadow of death is cast upon a once peaceful land. The genial elves have sold their souls to evil and are raging through the land of Faerghail, slaughtering and plundering all that lie in their path. With-out an army or the will to fight, defenceless people appear destined to exist at the will of evil. In a small country northwest of Faerghail, remains a glimmer of hope in the days of darkness - a magician's will, potent spells and a chosen warrior. As the warrior, your quest is to free Faerghail from condemnation to eternal misery and release the tormented souls of the elf civilisation.

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▲ *Armed and deadly with his lethal chopper - Torvak!*

TORVAK

BY CORE

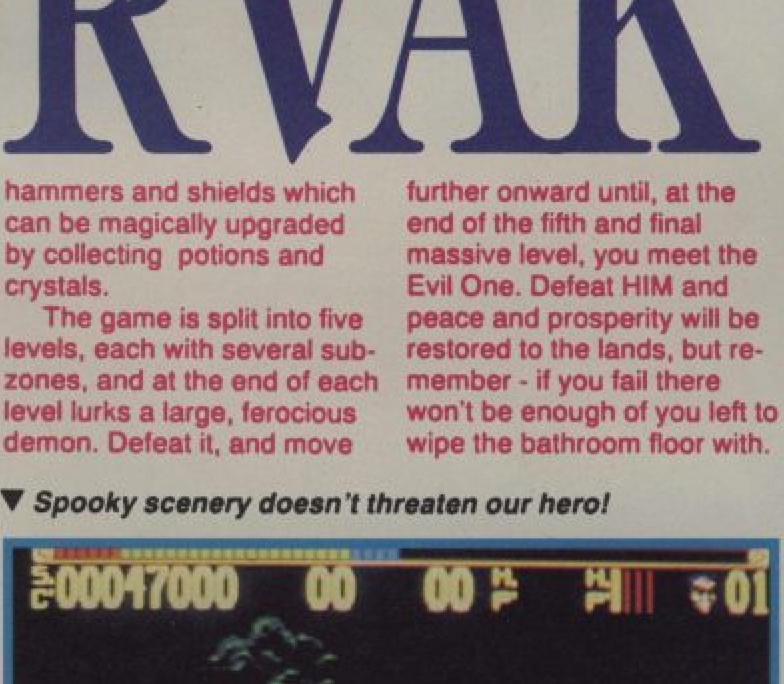
An evil necromancer has put a blight upon the land, turning the crops to dust and generally making life pretty miserable for the populace. While everyone else cowers at home, up steps beefcake barbarian, Torvak, ready to spill blood and restore the land to its former glory.

Torvak's an athletic sort, and when it comes to running, jumping, climbing and monster-hacking he's top man. Orcs wielding clubs, knives and longbows stand in his way, accompanied by flies, wasps, and poisonous plants. All are willing to give Torvak a rough ride, but a quick swipe or two is enough to send them into oblivion.

Apart from chopping things up, collecting the treasure that's lying about is also a good way to boost your score. Of more practical use are the swords, maces, warhammers and shields which can be magically upgraded by collecting potions and crystals.

The game is split into five levels, each with several subzones, and at the end of each level lurks a large, ferocious demon. Defeat it, and move further onward until, at the end of the fifth and final massive level, you meet the Evil One. Defeat HIM and peace and prosperity will be restored to the lands, but remember - if you fail there won't be enough of you left to wipe the bathroom floor with.

▼ *Spooky scenery doesn't threaten our hero!*



UPDATE

The ST version of Torvak is to be exactly the same as the Amiga version in every possible respect. It should be slashing its way onto an ST near you real soon like, for the grand total of £24.99. Keep 'em peeled on the Updates for a review as we get it.

AMIGA
£24.99

I must admit to being highly sceptical of a game, I mean, it's been done so many times before (Rastan, Rastan II, Legendary Axe, Barbarian II etc.), I was wondering if anything new could be done on the subject. Unfortunately not, it seems. Torvak is an out-and-out Rastan-style game, with big meathead travelling around myriad levels hacking monsters. No points for originality, then, so how does the game measure up otherwise? Well, the sprites and backdrops are beautifully detailed, and there are lots of lovely monsters and end of level demons that explode in a spray of blood when killed (very tasteful). The sound is switchable between grunts, groans and swishes, or very nice tunes, but these do get a little repetitive after a while. That's something that could also be said of the gameplay, because although slashing and bashing nasties is fun, it does begin to drag after a while. If you're after Rastan for the Amiga, you could do a lot worse than this, but twenty five notes is a lorra dosh for a game of this ilk, even if you do get a set of lead figures in the box.

ROBERT SWAN

GRAPHICS	84%
SOUND	82%
VALUE	76%
PLAYABILITY	79%
OVERALL	78%

▶ AMIGA ST AMSTRAD C64

IVAN STEW

BY VIRGIN GAMES

OFF ROAD

Three... Two... One.... And they're off! Ivan "Ironman" Stewart's truck has the pole position, but on the Super Off Road Racer tracks absolutely anything can happen! The 4x4 vehicles are certainly being put through their paces on these dirt tracks, and the stakes are high. For the winner there's fame, glory and a juicy cash prize. For the loser things aren't quite so inviting - it's back to the drawing board in Skid Mark Alley, and worst of all, the loss of a credit.

As the Off Road season progresses, the opposition get tougher and tougher to beat. To keep up with their

▼ *The red car zooms ahead at Hurricane Gulch!*



C+VG HIT!



ST
£19.99

Apart from slightly inferior sonics, Off Road Racer is identical to the Amiga version. Check it out as soon as it hits the shelves!

OVERALL 94%

C64
£9.99

Slightly blocky graphics, but the three player mode has been retained and all the thrills of the 16 bit version are there for the taking. This ranks as one of the best C64 games we've seen in a very long time.

OVERALL 94%

REVIEW

WART'S RACING

speeding trucks, you're going to have to become a regular customer at the Speed Shop, buying new tyres, engines and nitro boosters.

But it takes skill as well as equipment to complete these unforgiving Off Road courses. Mud holes, pools and even the terrain itself are all there to slow you down, and only the fittest drivers will survive!

There's plenty of thrills and far too many spills on the Off Road circuit. Witness the mid-air collision between two trucks as they both nitro-boost across the mud pool crossroads! Thrill as all four vehicles try to squeeze through a gap intended for one! Laugh as one complete pillock starts driving around the track in the wrong direction! It's excitement all the way in this kind of race, and it could be you in that truck facing the mighty "Ironman" himself!



▲ *Crossroad chaos in Off Road Racer!*

AMIGA £19.99

Following up the best coin-op conversion of the year seemed like quite a tall order, but the Graftgold lads have not disappointed us one little bit! Just like Rainbow Islands, Off Road Racer is virtually identical to the arcade, with all 416 (count 'em) frames of truck animation included! The sound too, has been faithfully reproduced, and all those national anthems and in-game tunes have never sounded better. Actually completing all the events across the eight stadia is no mean feat - the opposition (including Ivan "Ironman" Stewart himself!) certainly know how to handle their vehicles, and you're going to need all the dosh you can lay your hands on to pay for the custom modifications to your truck. Off Road Racer's main attraction in the arcades was the simultaneous three player action, and even this feature has made its way into the conversion! If you've been lamenting the lack of Super Sprint type games on the Amiga, lament no more. Off Road Racer is simply the best and will be for a long while yet!

RICHARD LEADBETTER

GRAPHICS	94%
SOUND	90%
VALUE	92%
PLAYABILITY	95%
OVERALL	94%

AMSTRAD £9.99

If you're sick of blocky Amstrad graphics, then have no fear! This version of the game has fine hi-res visuals, decent sound and all the fun of the arcade to boot! Needless to say, this comes highly recommended.

OVERALL 94%

PC £24.99

Even running on a 8 MHz machine, Off Road Racer gives the ST version a run for its money! This probably ranks as the best coin-op conversion available on the PC, indistinguishable from the Amiga game in VGA mode.

OVERALL 94%

SPECTRUM £9.99

Loads of colour on all the tracks with the minimum of attribute clash makes Spectrum Off Road Racer a bit of a looker. Like all the 8 bit versions, everything has been crammed into a single load, and even though only two players can participate, this still ranks as a great Speccy release.

OVERALL 94%



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CORPORATION

BY CORE



▲ *Cut through the gloom with infra red specs!*

Strange things have been happening at the Universal Cybernetics Corporation. Until now, UCC has maintained a spotless corporate image, but rumours abound that the company is involved in genetic engineering in an attempt to create perfect fighting machines for military usage, an act made illegal in the early part of the century. Concrete evidence of this has been difficult in to acquire, making it impossible to prove the corporation's guilt.

The government, not wishing to lose the enormous amount of taxes paid to them by UCC, want only for the firm to cease this course of action, and so keep from creating an international incident. To achieve this, they have commissioned the Zodiac Agency to infiltrate UCC's corporate offices and retrieve the necessary evidence, a mutant embryo. And as a member of said agency, guess who's got the job?

The 16 massive floors that make up the UCC offices are viewed in 3D, and each is populated by robots, slavering mutants, surveillance cameras, human security guards and various other foes and traps which have to be either destroyed or avoided if you're to find the embryo and escape with your life.

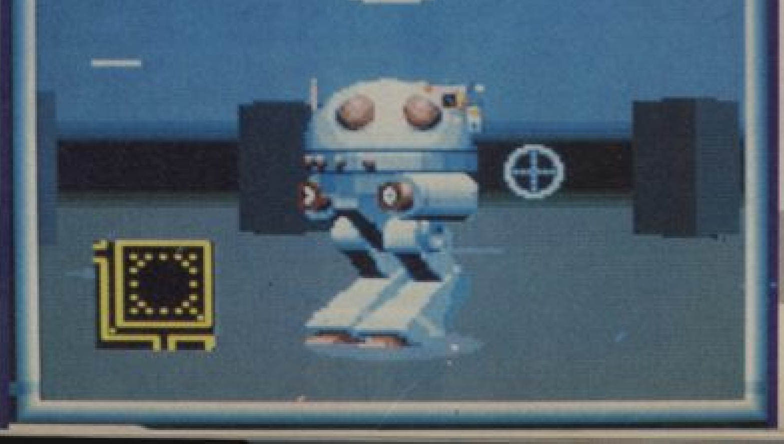
Make things easier for yourself by keeping an eye out for bubbles on the floor which contain useful items - all sorts of weapons, infra-red goggles, informative holograms, electronic lock-picks and security cards.

UPDATE

Corporation should be hitting ST screens real soon, and for the same price. Watch the Updates section for a review.

▼ *Singed eyebrows - courtesy of the Corporation!*





AMIGA £24.99

I had really high hopes for Corporation. This could be the ultimate version of Dungeon Master, I thought. Then I played it, and well, it's not. Don't get me wrong, in most respects Corporation is absolutely astounding, particularly graphically, because it has lots of lovely monsters, droids and humans to be blown away, and the 3D movement is nice and smooth. Where the game falls down is with the pernickety control method. Movement is achieved by clicking on a square "compass", and you have to click right on the centre to stop. Trying to move quickly in the heat of battle is really difficult, and Corporation would have benefited more from a Dungeon Master-type directional arrow system. The use of sound is appropriately sparse, apart from a brilliant movie-like intro. Overall, a good game, and one for the insomniacs amongst you, but with a better control method, Corporation could have been something even more special.

ROBERT SWAN

GRAPHICS	94%
SOUND	80%
VALUE	83%
PLAYABILITY	79%
OVERALL	81%

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CADAVER

BY IMAGEWORKS

▼ *Barrels of excitement in the Bitmaps' latest.*



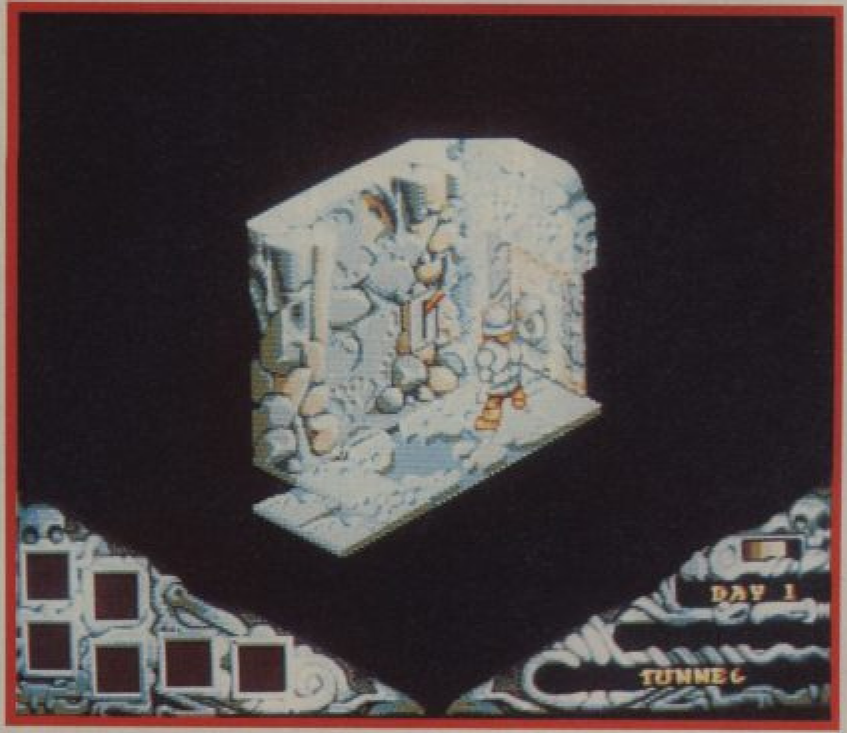
There stands a lonely castle amongst the murky swamps of a far-off land. Once the power base of the mighty Wulf dynasty, it now lies empty - save for the evil necromancer, Dianos. Once the king's chancellor, Dianos used his insidious powers to turn man against man, brother against brother, until all were slain, even the King, dead by his own captain's sword.

Then one fateful day, a stranger appeared. Short of stature but stout of heart, a bounty hunter by trade, the newcomer was hired to venture forth to the castle, and to seek and slay Dianos for his crimes. One man, a captain of the royal guard, spoke in hushed tones, of demons and monsters foul which had taken in with the necromancer, and would do their utmost to aid their master.

Sure of a goodly reward,











the hunter made his plans, and that night, set out in a small boat towards the castle, to search out this demon Dianos, and destroy him once and for all.

You, controlling this reckless warrior, must journey through a 3D forced-perspective environment, collecting items and artifacts that may be used in your quest. Running and jumping are the basis of your movement, but a mystical icon panel is at hand to tell you of your whereabouts, and what is available to you. Be warned, however, for traps are a-plenty, and your energy is limited. Wise actions will be rewarded with progress, but act foolishly, and all will be lost.

UPDATE

Cadaver will be appearing on the Amiga during September, for £24.99, and, apart from slight colour and sound differences, it should be identical to the ST version. There is also a PC version in the pipeline, to be released at a later date. Because Cadaver makes heavy use of the 16 bit machines' graphics and sound capabilities, no 8 bit versions are planned.

C+VG HIT!

ST
£24.99

The Bitmaps are back, and how! This 3D isometric adventure (vaguely reminiscent of Ultimate's Knight Lore) is a real departure from their previous blasts, but believe me, this is probably their best product to date! Control of the dwarf is simple enough, and when it comes to picking up and utilising the myriad objects scattered around the castle, the icon system works surprisingly well, and is quick and easy to use. The graphics are nothing short of brilliant, and the sheer attention to detail (especially with some of the brickwork and monsters) is stunning. Some of the puzzles are quite easy, but others demand a brain-bending amount of lateral thought, though nothing so complex as to drive you away. Containing five levels, each with a massive 70 rooms, the game has a heck of a lot there to keep you going, so it's a game to be played over a considerable amount of time. If you're yearning for the bygone days of Ultimate-style action, look no further. Cadaver is well-deserving of a place in everybody's software collection.

ROBERT SWAN

GRAPHICS	96%
SOUND	90%
VALUE	93%
PLAYABILITY	94%
OVERALL	**95%**

MR DO! RUN! RUN!

BY ELECTROCOIN

Sick of living out the life of a silly clown permanently wearing stupid clothes and girly make-up, Mr Do has decided to cut loose from his days at the circus and live the life of the adventurer, dishing out justice to all the baddies who stray into his path.

Of course, our hero carried out similar japes in the arcade gems, Mr Do and Mr Do's Castle, going around the screen dropping fruit on all the nasties he can find (doesn't sound that effective to me). However, in Mr Do's latest frolic, he's going to have to use his Crystal Ball of Death and devastating rolling logs dotted around the screen to carry out the good work.

Mr Do can also colour the screen, Qix style, to locate extra fruit and hidden bonuses, and PacMan style dots can be collected to replenish his amazing meaniemashing sphere. Mr Do's on the run again (after yet another hot Madras curry!) and he'll need YOUR help to get him through the pile of vicious screens that await him.



◀ *Run rings around the opposition for an EXTRA bonus!*



UPDATE

Expect to see Mr Do! Run! Run! hit ST screens any time now, at the same price of £14.99.

AMIGA £14.99

Welcome back to the almighty Mr Do! Well, perhaps not so almighty, because the number of times the opposition cream our hero in this game is almost unreal - we're talking mega-frustration here! The actual gameplay itself is quite addictive, and if it wasn't for Mr Do's high mortality rate, I'd have been hooked right from the start and no mistake. The graphics are smaller than they were in the arcade game, but they're perfectly formed, and the conversion reproduces the coin-op's jazzy tunes and spot effects perfectly. The gameplay is also spot-on and that's where Mr Do! Run! Run! really scores, because you simply can't beat the satisfaction of wiping out a whole screenful of nasties with one rolling log! There's a huge variety of enemy sprites in this game and each one has a different behaviour pattern - my favourite has to be the fairly harmless snake that transforms into a rampaging ball of flame! This game is a barrel of laffs all right and a damn good bargain to boot, but be warned, it's one TOUGH cookie!

RICHARD LEADBETTER

GRAPHICS	68%
SOUND	71%
VALUE	72%
PLAYABILITY	77%
OVERALL	74%

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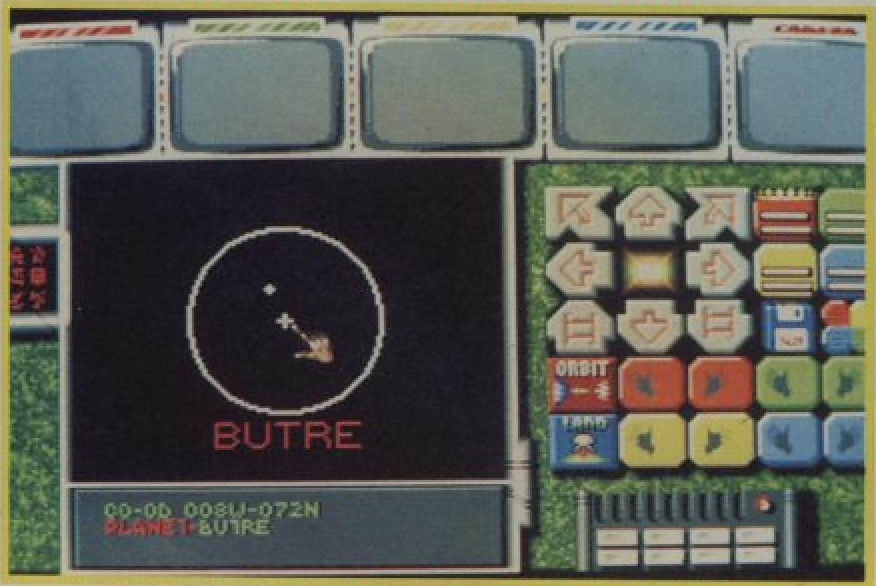
BY MINDSCAPE

Day 73,050. Dear Diary, another day in this infernal dungeon with only Ernie the rat for company. As rats go he's not a bad sort, but his Jimmy Tarbuck impression is becoming a real pain. The gaoler turns up once a decade, but he isn't much company either, and he only knows one joke (about a thumbscrew and some Frankfurters).

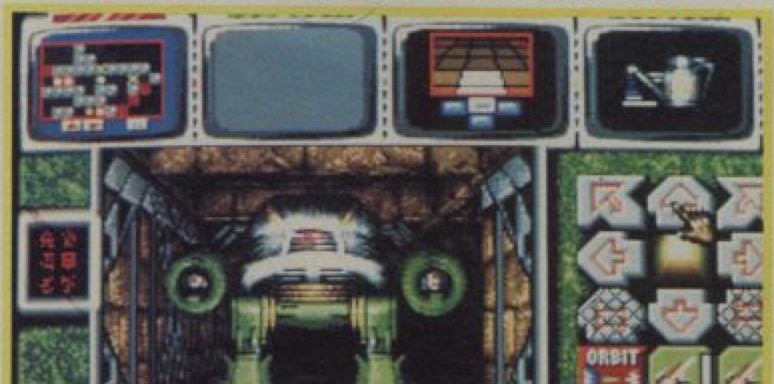
Day 73,051. Dear Diary, today my eye fell on a mysterious dusty box that, inexplicably, I've never noticed before in all my 200 years in this prison. I opened it and discovered it was an ancient laptop computer with full telecommunication facilities. Unfortunately there were no games with it, but after fiddling around with the MODEM link I made contact



▼ Choose your destination in one easy step!



▼ Hang on! Haven't I seen you somewhere before?



▼ Shoot this guy and watch his head expand!



VE



▲ George Michael's the number one droid here!



▲ Ready yourself for the Fire Hydrants of Doom!



▲ How are your droids getting on then, eh?

with four helpful robots and managed to persuade them to rescue me! If only I knew where I'm imprisoned.

I started by sending my robo-rescuers to the planet Butre, and took direct control of the quartet, viewing the scenery through their eyes and directing them from my keyboard. I can keep a check on their energy levels and state of repair, list the items they are carrying and command them to use these items to get out of trouble (or into it).

After landing their spacecraft on the planet's surface I sent them on a walk around a maze of hedges until they came across a circular door in a wall which opened only when four buttons are pressed in the correct sequence.

Once inside, the robots were transported to an underground network of corridors populated by heavily-beweaponed androids and all sorts of psychotic mutants. Luckily, the robots stumbled across an armoury where they were able to stock up on flame throwers, blasters and explosives. After testing them out (heh heh!) on a swarm of small furry things, I discovered (a) that the robots are terribly good shots, and (b) that dead monsters leave behind bags of gold. I plan to return to the shop I saw earlier and equip my team with some improved body parts, better weapons, and possibly some add-ons to provide various scanning facilities on each robot's supplementary viewing screen.

The shopkeeper informs me this is just one of ten bases maintaining the prison ship where I am, and that to escape I need explosives to blow up each base's power source, after finding a computer disk bearing the co-ordinates of the next base.

UPDATE

Mindscape are working on a £24.99 ST version of Captive and a PC version which will run under EGA, VGA and MCGA graphics cards and cost £29.99.

C+VG HIT!

AMIGA £24.99

Dungeon Master certainly spawned a fair few clones, but this is about the best I've seen, because it's the only one that really uses some ingenuity. For example, the super ball may look like a toy but throw it against a wall and it bounces back and forth knocking seven bells out of anything that tries to walk past it! The object handling is fine, and the ability to change the robots' abilities by buying new body parts is a great idea, especially as there is such a wide variety of bits (including some really meaty weapons) available. The monsters are brilliantly conceived and brilliantly drawn too, ranging from innocuous Postman Pat lookalikes to enormous ED-209 clones which pack a frightening amount of firepower. As if that wasn't enough to keep you awake all night, the game generates 5900 missions so you definitely won't finish it in a weekend! If you lament the lack of Dungeon Master-type games on a par with the original, say goodbye to Mr Frown, because this is the business!

PAUL GLANCEY

GRAPHICS	94%
SOUND	79%
VALUE	95%
PLAYABILITY	93%
OVERALL	94%

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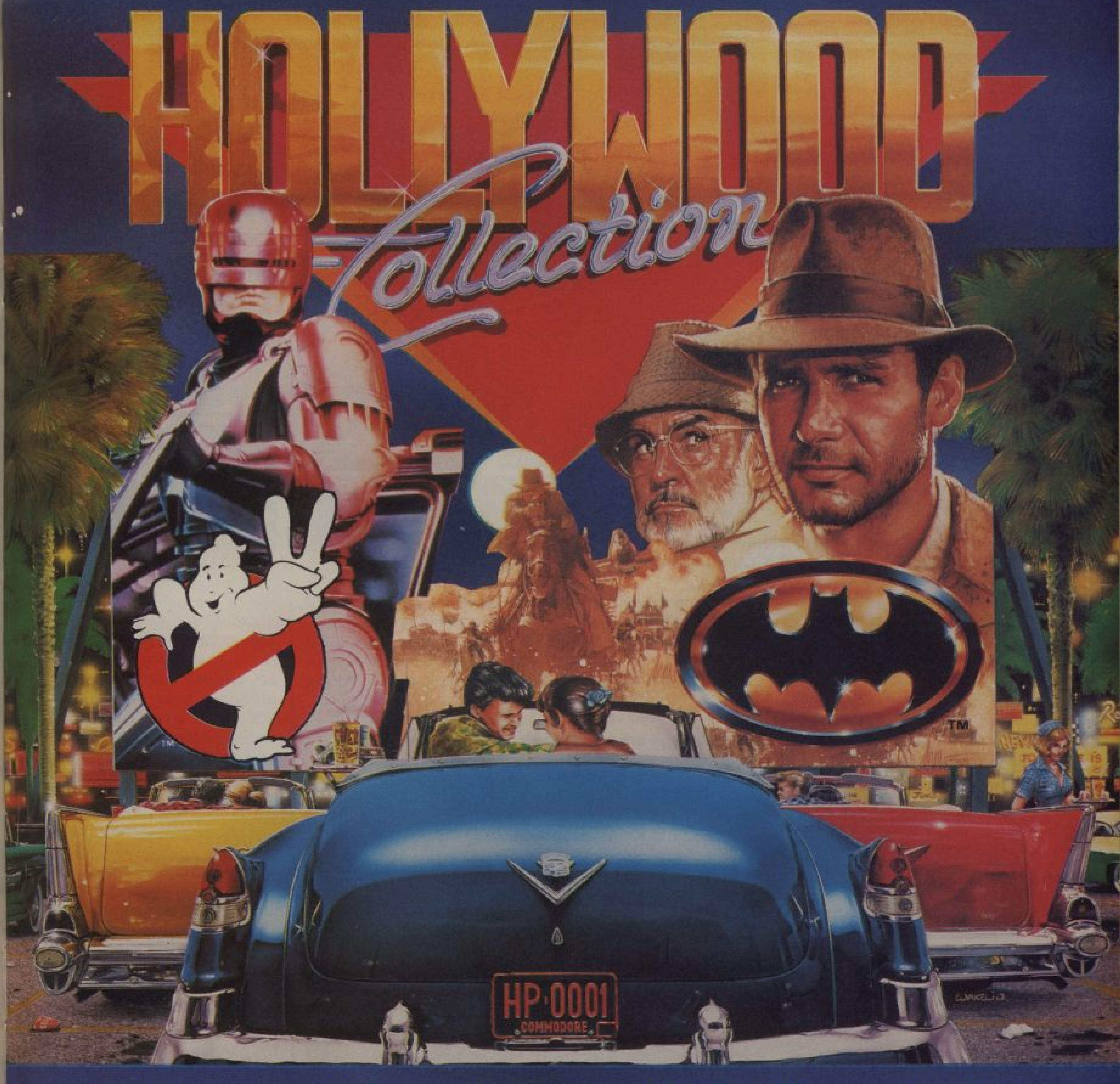
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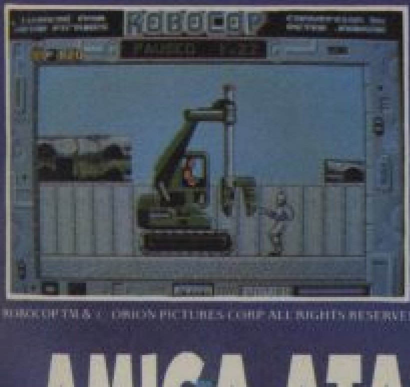
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THE PUNISHER

BY THE EDGE

Sprung from prison by the mysterious Trust, The Punisher has but one mission in life. Protect the innocent and punish the guilty. As the lavish (if rather condensed) comic included with this game goes to show, The Trust aren't quite the law-enforcing vigilantes they claim to be. In fact, they turn out to be just the opposite...

You adopt the role of The Punisher (no surprises there), taking on the scum of the city on the road to the final showdown with the mysterious members of the Trust. What this generally entails is screen after screen of Operation Wolf style gameplay, with The Punisher protecting the innocent with his trusty Uzi and ACP Pistol. As the saying goes, if the going gets tough, the tough produce an M68 Fragmentation Grenade and blow the opposition away - and The Punisher is no exception!

At various points in the game, The Punisher may enter his disguised van and choose a new mega-powerful weapon for the end-of-level shoot-out - and he'll need it! If the common punk packs a sawn-off shotgun, who knows what the Trust have in store for our vigilante hero!



▲ *Laffs a-plenty in the seamy back-streets.*

▼ *Mean bikers and their cronies threaten the innocent (boo!).*



UPDATE

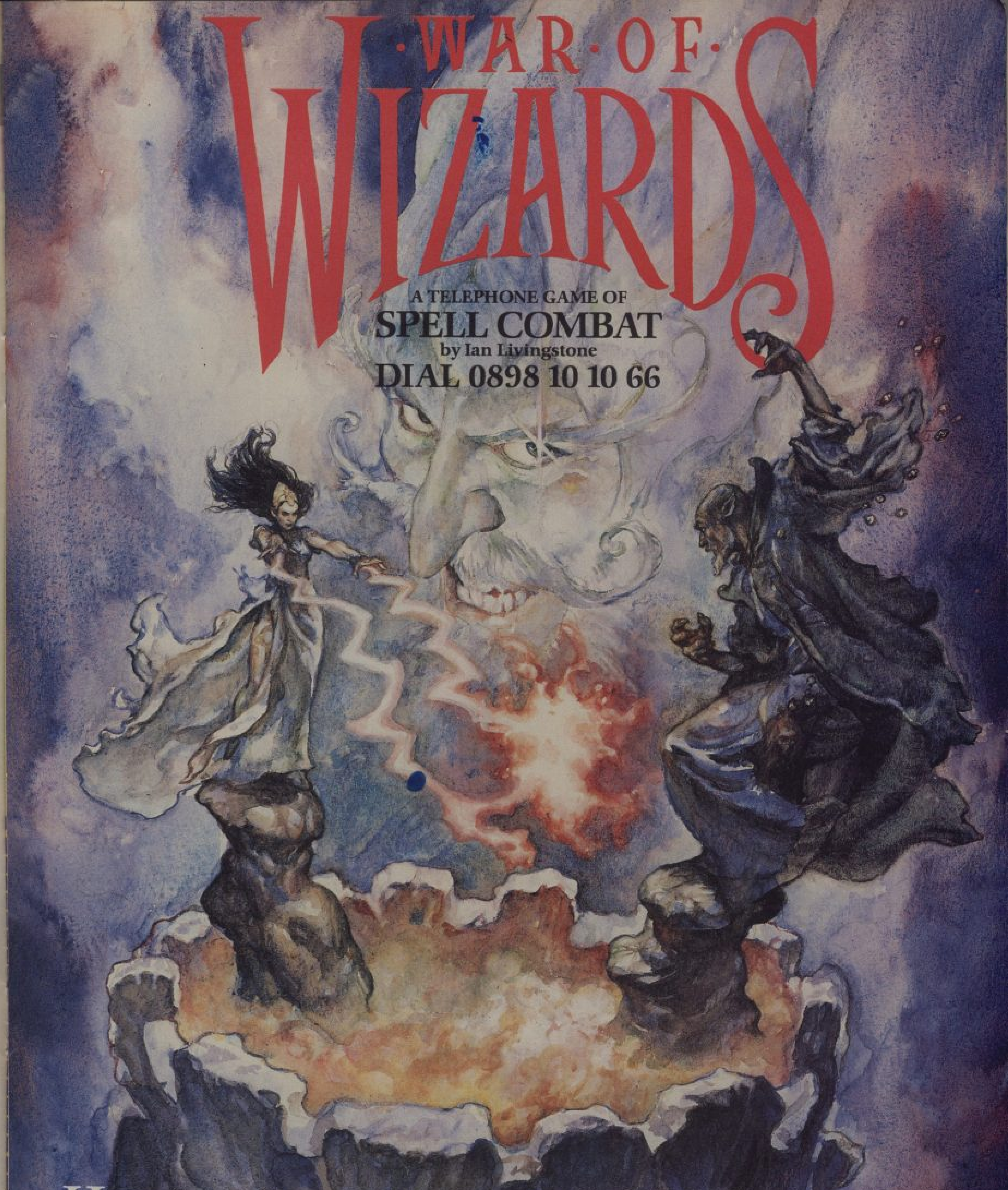
The Punisher is due to appear on most of the major formats. Keep an eye out in the Updates section.

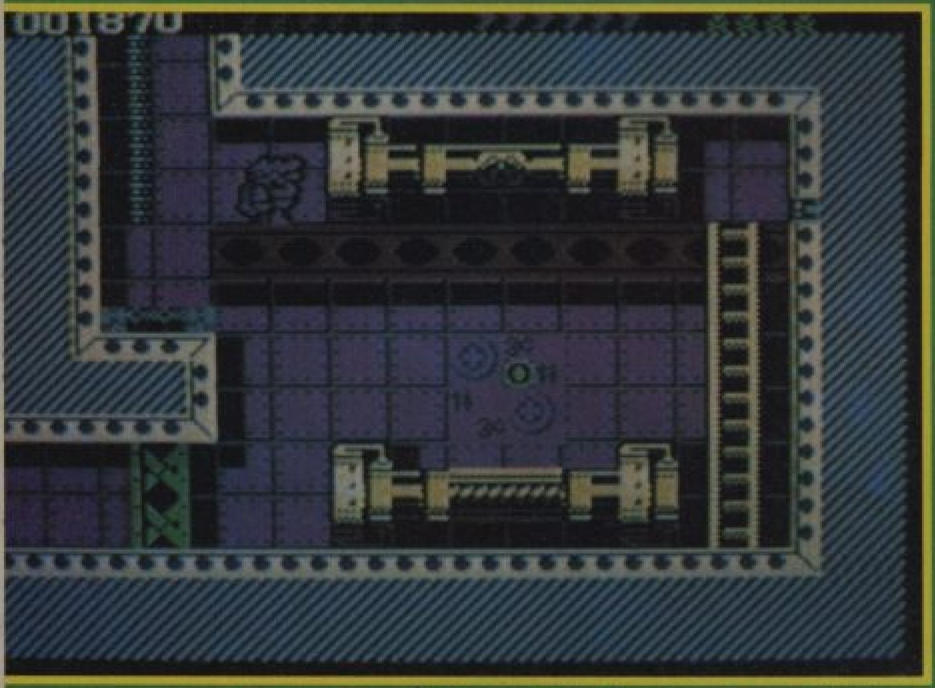
AMIGA £24.99

It pains me to say this, but The Edge have completely fouled up any potential this licence may have possessed. The gameplay is just so sluggish, completely destroying any chance of some decent playability. And on top of that daunting handicap, it has an absurdly high difficulty level which really seals its doom - inadvertently kill just one innocent bystander and it's game over with no second chance! The visuals may capture a smidgen of the comic's menacing atmosphere, but the jerky animation completely destroys the effect. The sampled sound effects are short and unconvincing (sometimes just a garbled noise issues forth from the Amiga) and the music sounds more like a C64! Sorry, Punisher fans, but this simply doesn't make the grade. A tragic example of the finished product not living up to the limitless potential.

RICHARD LEADBETTER

GRAPHICS	52%
SOUND	49%
VALUE	48%
PLAYABILITY	49%
OVERALL	51%


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HINTS ON PLAY: Your attack spells are Creatures, Weapons (stronger but may backfire) and Elements (strongest but will rebound if successfully defended). These are defended by Sleep, Shield and Screen spells.



▲ Go on Rick! Zap those meanies!

Rick Dange

BY MICROSTYLE

The rock-hard adventurer with the big chin is back, and before you start, no, he hasn't brought his dad. Rick Dangerous, having defeated the Nazi terror in his previous adventure, now has to face an even greater foe - alien invaders (gasp)!!

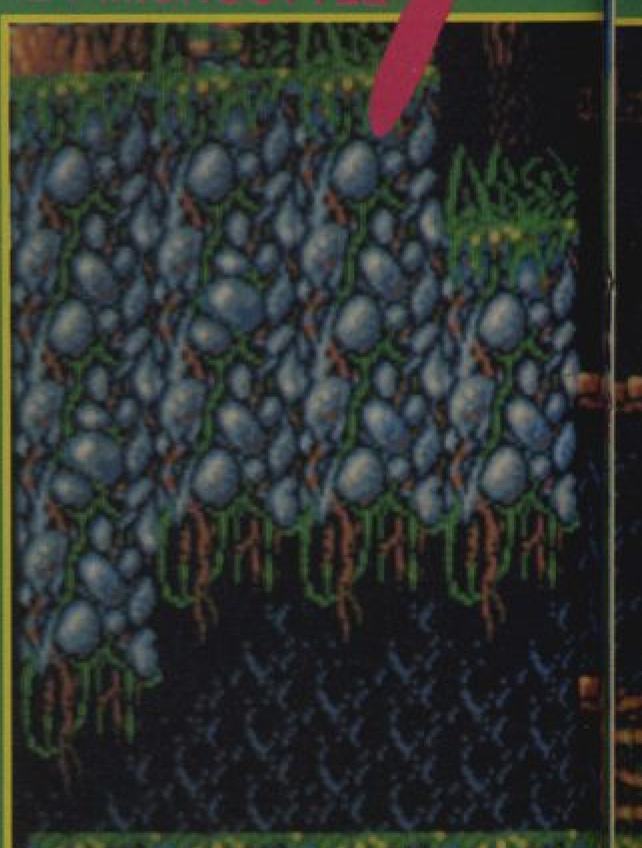
Mysterious spaceships have landed in Hyde Park, so Rick, now having changed the Indiana Jones look for something more along the lines of Flash Gordon, must set out to defeat the other-world monsters from the planet Barf, and their leader, the nefarious Fat Man. He's also traded in his trusty pistol and dynamite, for a spanking

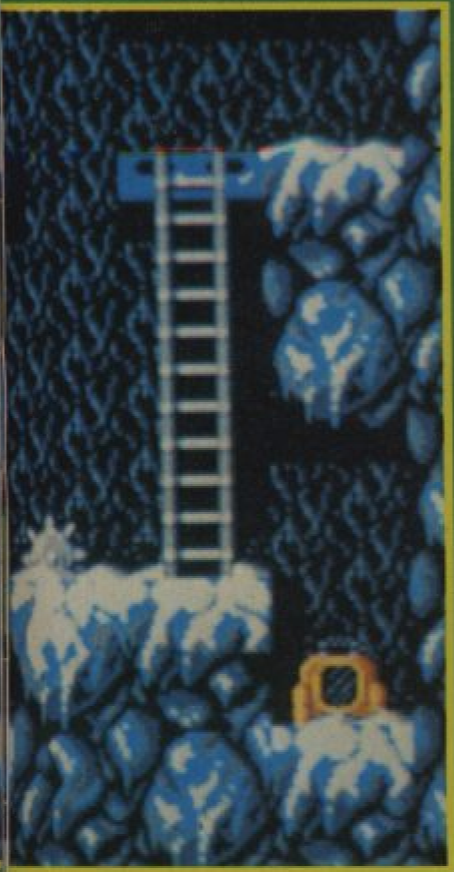


▲ Iceworld ahoy! One Cornetto an

▼ Mad, bad and Dangerous to know (arf arf).







new Kill-O-Zap laser blaster and a bundle of thermal detonators!

The layout is pretty much hero having to negotiate platforms and ladders, avoiding the many varied traps scattered about, and giving the alien beasties a taste of electric death, or if they're stuck in a dodgy position, slide over a detonator and KA-BOOM! No problem!

Set over five massive levels - from Hyde Park all the way to the Fat Man's lair on Barf - Rick sure has his work cut out for him. Can we sleep safe in our beds again? Tune thrilling instalment!

UPDATE

Rick should be blasting his way onto the Amiga, Spectrum, C64 and Amstrad very soon indeed. Keep your eyes on the Updates section in further issues for more info.

C+VG HIT!

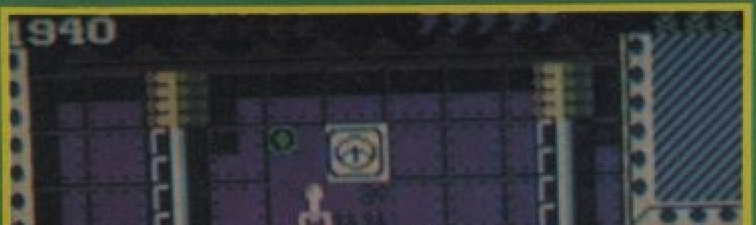
to and ... 99 please!

...erous 2

▼ *Alien worlds await our Rick!*



▼ *Find the hidden switch, Rick!*



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Rick Dangerous was high in the list of my Top Ten All-Time Fave Raves, and my first thought was that Rick 2 would have to be absolutely danged flippin' great to beat it. Well, after being nigh-on glued to my joystick for ages, I can safely say that my fears were well and truly groundless! From the very first intro (where Rick ditches his jacket and hat for the blue cloak and blond quiff) right to the very last level, Rick Dangerous 2 simply oozes quality. The graphics are bright, colourful and well drawn and really well animated, and the way that both Rick and the aliens leap out of the screen when hit is simply brilliant. The gameplay is both addictive and challenging, and the puzzles, like the original, are simple enough to start off with, then get steadily more complex and twisted as things progress. There's so much to see and do, it'll keep you stuck to your screens for yonks. For fans of the original, and everyone else for that matter, get this pronto. You won't be disappointed.

ROBERT SWAN

GRAPHICS	89%
SOUND	86%
VALUE	92%
PLAYABILITY	93%
OVERALL	**90%**

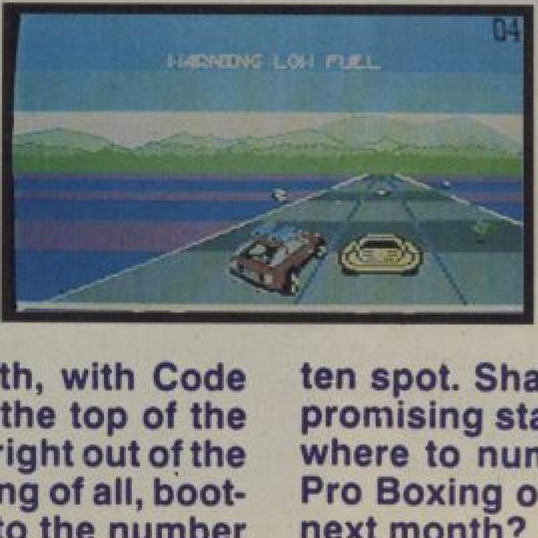


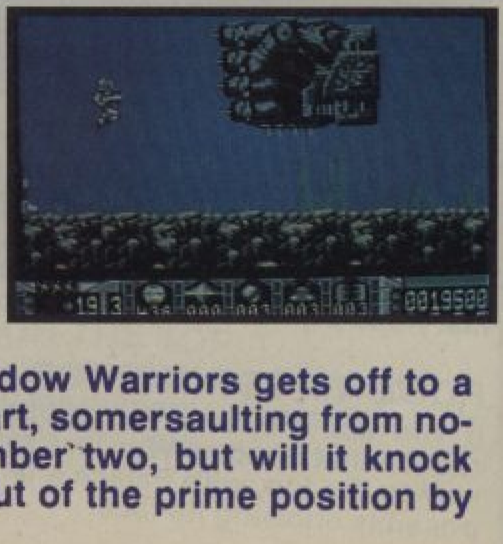
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THE GALLUP ALL FORMATS TOP 20

THIS MONTH	LAST MONTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	3	Pro Boxing	Code Mstrs	●	●	●	-	-
2	-	Shadow Warriors	Ocean	●	●	●	●	●
3	5	Paperboy	Encore	●	●	●	●	●
4	-	Match Day 2	Hit Squad	●	●	●	-	-
5	8	Fantasy Dizzy	Code Mstrs	●	●	●	-	-
6	9	Indy Temple/Doom	Kixx	●	●	●	-	-
7	-	T I Dizzy	Code Mstrs	●	●	●	●	●
8	12	Rock Star	Code Mstrs	●	●	●	●	●
9	17	Road Blasters	Kixx	●	●	●	-	-
10	2	Kick Off 2	Anco	-	●	-	●	●
11	-	Question of Sport	Encore	●	●	●	●	●
12	11	Jack the Nipper 2	Kixx	●	●	●	-	-
13	13	Big Trub Little China	Alternative	●	●	●	-	-
14	-	Pro Tennis	Code Mstrs	●	●	●	●	●
15	14	Turrican	Rainbow A	●	●	-	●	●
16	-	Quatro Sports	Code Mstrs	●	●	●	-	-
17	19	Vindicator	Hit Squad	●	●	●	-	-
18	18	Yogi's Gt Escape	Hi-Tec	●	●	●	-	-
19	-	Ruff and Reddy	Hi-Tec	●	●	●	-	-
20	-	F19 Stealth Fighter	Microprose	●	●	-	●	●







It's all change this month, with Code Masters running riot at the top of the chart, kicking Italy 1990 right out of the stadium and most surprising of all, booting Kick Off 2 right down to the number ten spot. Shadow Warriors gets off to a promising start, somersaulting from nowhere to number two, but will it knock Pro Boxing out of the prime position by next month?

THE C+VG CHARTS

AMIGA TOP 20

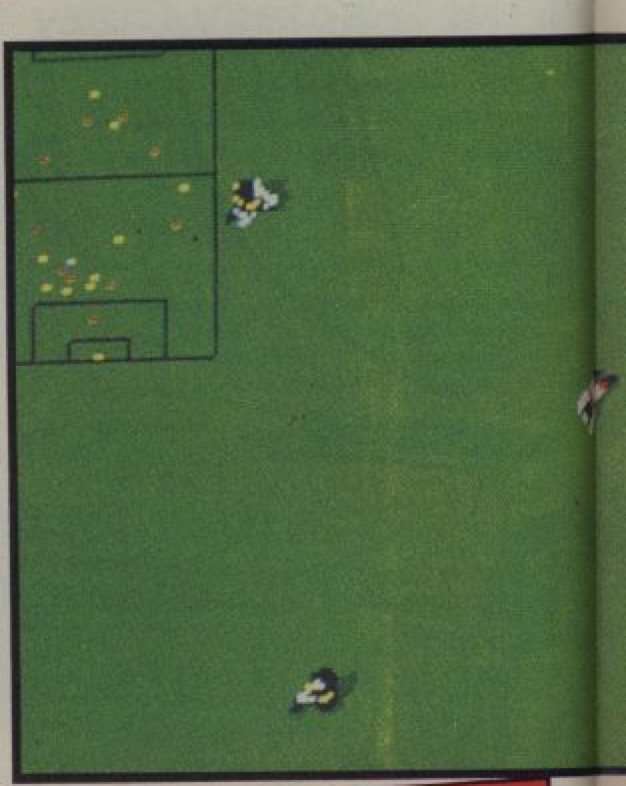
1	1	Kick Off 2	Anco	95%
2	-	Shadow Warriors	Ocean	93%
3	5	Italia 1990	Code Mstrs	28%
4	3	Turrican	R/bow Arts	94%
5	6	Midwinter	Rainbird	96%
6	-	Pro Tennis Sim	Code Mstrs	70%
7	-	Red Storm Rising	Microprose	83%
8	4	Damocles	Novagen	95%
9	2	Italy 1990	US Gold	77%
10	-	Lost Patrol	Ocean	73%
11	14	F29 Retaliator	Ocean	96%
12	13	T Island Dizzy	Code Mstrs	80%
13	-	Int 3D Tennis	Palace	92%
14	11	Emlyn Hughes	Audiogenic	65%
15	-	Little Comp People	Activision	71%
16	-	Imperium	E A	60%
17	-	Thunderstrike	Millennium	91%
18	-	Flimbo's Quest	System 3	92%
19	-	Unreal	UbiSoft	73%
20	-	Grimblood	Mastertron	56%



Flippin' heck! Kick Off 2 hangs on to the top spot, with the corking International 3D Tennis making a long-awaited appearance, but what happened to Teenage Mutant Ninja Turtles? Just as it seemed it was going to slam to the top, it vanishes without trace! Such is life, eh?

ROB'S TIP FOR THE TOP

Kick Off 2 should be at the top of the heap again, but if International 3D Tennis isn't up there as well, I'll eat my racquet.







C64 TOP 20

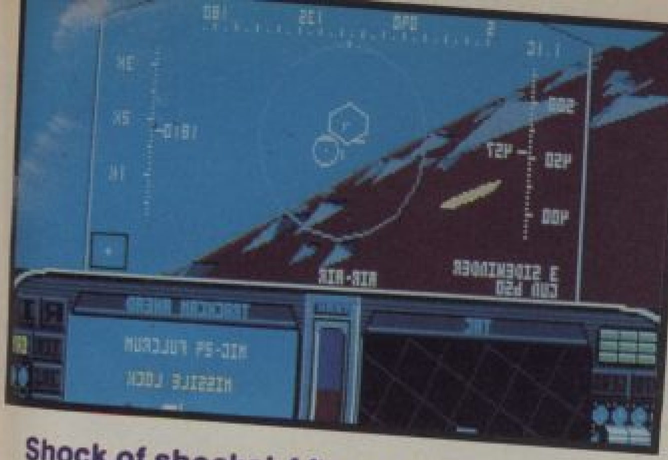
1	3	Pro Boxing	Code Mstrs	77%
2	4	Paperboy	Encore	68%
3	-	Shadow Warriors	Ocean	88%
4	2	Match Day 2	Hit Squad	88%
5	11	Fantasy Dizzy	Code Mstrs	81%
6	4	Last Ninja	Alternative	87%
7	10	Yogi's Gt Escape	Hi-Tec	84%
8	-	Quatro Sports	Code Mstrs	70%
9	14	Turrican	R/bow Arts	93%
10	18	Big Tr/Little China	Alternative	50%
11	15	Road Blasters	Kixx	59%
12	16	Singe's Castle	Encore	79%
13	-	Question/Sport	Encore	60%
14	-	World Cup '90	Virgin	78%
15	20	Vindicator	Hit Squad	70%
16	-	Ruff and Reddy	Hi-Tec	67%
17	-	Vendetta	System 3	91%
18	8	Dragon's Lair	Encore	53%
19	17	Jack the Nipper 2	Kixx	75%
20	-	Man Utd	Krysalis	69%

Pro Boxing punches its way to the top, knocking Italy 1990 right out of the chart. Kick Off 2 nosedives out of sight, but there's still no sign of International 3D Tennis. Possibly next month, perhaps?

ROB'S TIP FOR THE TOP

If you ask me, and you probably will, I reckon that Shadow Warriors will slash its way to the top, with Palace's tennis game possibly showing its face.

THE C+VG CHARTS



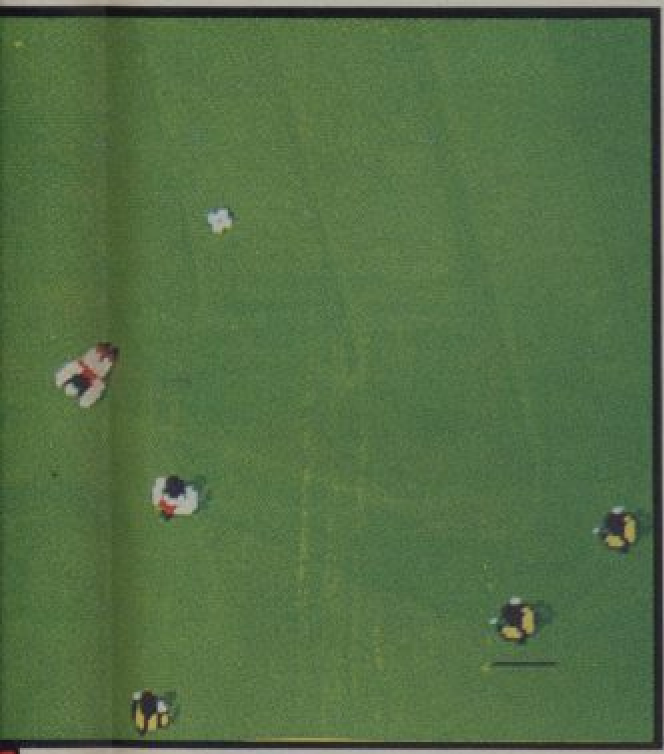
ATARI ST TOP 20

1	-	F19 Stealth Ftr	Microprose	89%
2	1	Kick Off 2	Anco	95%
3	20	Grimblood	Mstrtronic	56%
4	-	Pro Tennis	Code Mstrs	70%
5	5	Italia 1990	Code Mstrs	28%
6	2	F29 Retaliator	Ocean	60%
7	-	Imperium	E A	60%
8	7	Emlyn Hughes	Audiogenic	65%
9	3	Italy 1990	US Gold	79%
10	-	Flood	E A	95%
11	12	World Cup '90	Virgin	88%
12	-	Drivin' Force	Dig/Magic	79%
13	9	Damocles	Novagen	93%
14	-	Last Ninja 2	Activision	77%
15	-	Football Mngr 2	Addictive	60%
16	16	Metrocross	US Gold	70%
17	-	Midwinter	Rainbird	96%
18	-	Archipelagos	Logotron	79%
19	-	Tintin	Infogrames	63%
20	6	Sim City	Infogrames	91%

Shock of shocks! After a solitary month in pole position, Kick Off 2 is blown out of the sky by F-19 Stealth Fighter! It's good to see Flood in there at last, but methinks Microprose will be holding on to the number one for a month or two.

ROB'S TIP FOR THE TOP

Now that KO2 has been knocked off its perch, I'm putting an each-way bet on F-19 and Flood, already.





SPECTRUM TOP 20

1	7	T I Dizzy	Code Mstrs	80%
2	5	Pro Boxing	Code Mstrs	79%
3	2	World Cup Chall	Players	72%
4	-	Match Day 2	Hit Squad	87%
5	-	Shadow Warriors	Ocean	86%
6	4	Fantasy Dizzy	Code Mstrs	80%
7	12	Rock Star	Code Mstrs	79%
8	9	Paperboy	Encore	89%
9	6	Indy Temple/Doom	Kixx	75%
10	16	Yogi's Gt Escape	Hi-Tec	80%
11	18	Jack the Nipper 2	Kixx	77%
12	15	Wonderboy	Hit Squad	60%
13	10	Football Champs	Cult	75%
14	-	Road Blasters	Kixx	64%
15	-	Question/Sport	Encore	60%
16	-	Ruff and Reddy	Hi-Tec	79%
17	-	Vindicator	Hit Squad	69%
18	18	Big Tr/Little China	Alternative	50%
19	14	Man Utd	Krysalis	85%
20	17	Thomas Tank Eng	Alternative	78%



World Cup fever seems well and truly over, with most of the big footy names crashing out of the charts. Budget stuff is still overabundant, but Impossible Mission 2 is nowhere to be seen!

ROB'S TIP FOR THE TOP

After in-depth examination of my crystal ball, leaping into the numero uno position, I can see... Shadow Warriors.

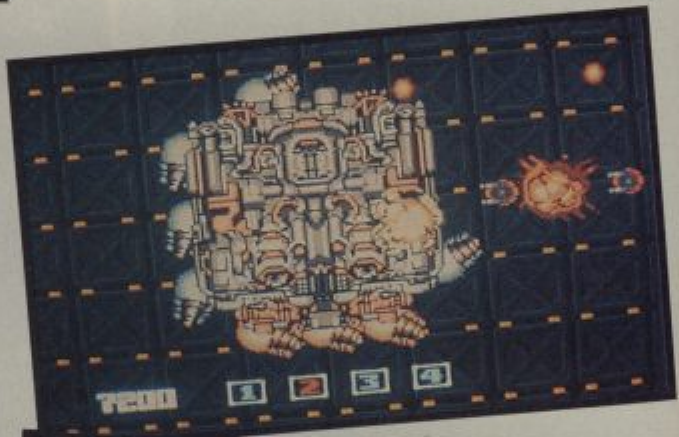
THE C+VG CHARTS

AMSTRAD TOP 20

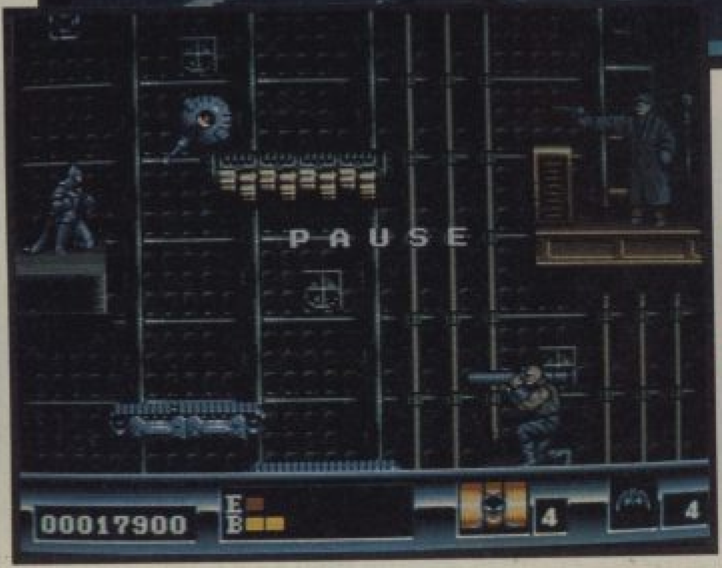
1	6	Indy Temple/Doom	Kixx	77%
2	8	Paperboy	Encore	85%
3	9	Fantasy Dizzy	Code Mstrs	85%
4	1	Pro Boxing	Code Mstrs	77%
5	-	Question/Sport	Encore	60%
6	13	Road Blasters	Kixx	70%
7	4	Big Tr Little China	Alternative	59%
8	7	Vindicator	Hit Squad	70%
9	3	World Cup Chall	Players	56%
10	-	Match Day 2	Hit Squad	77%
11	10	Jack the Nipper 2	Kixx	77%
12	-	Ruff and Reddy	Hi-Tec	75%
13	20	Quatro Sports	Code Mstrs	70%
14	19	Rock Star	Code Mstrs	80%
15	14	Pro Tennis	Code Mstrs	70%
16	-	Shadow Warriors	Ocean	86%
17	-	Thomas Tank Eng	Alternative	79%
18	16	Singe's Castle	Encore	78%
19	-	Cauldron 1+2	Hi-Tec	83%
20	-	Live and Let Die	Encore	70%











PC ENGINE TOP 5

1	-	Super Star Soldier	89%
2	-	Devil Crash	93%
3	-	Image Fight	80%
4	-	Ninja Spirit	83%
5	-	Super Foolish Man	81%

MEGADRIVE TOP 5

1	-	Batman	94%
2	-	Super Monaco GP	95%
3	-	ESWAT	93%
4	-	Phelios	84%
5	-	Cyberball	90%

PC ENGINE

Shoot 'em up and pinball action are flavours of the month, with the sequel to Gunhed, Super Star Soldier being closely chased by Devil Crash. Another chart brought to you in association with those lovely people at Spectresoft of Covent Garden.

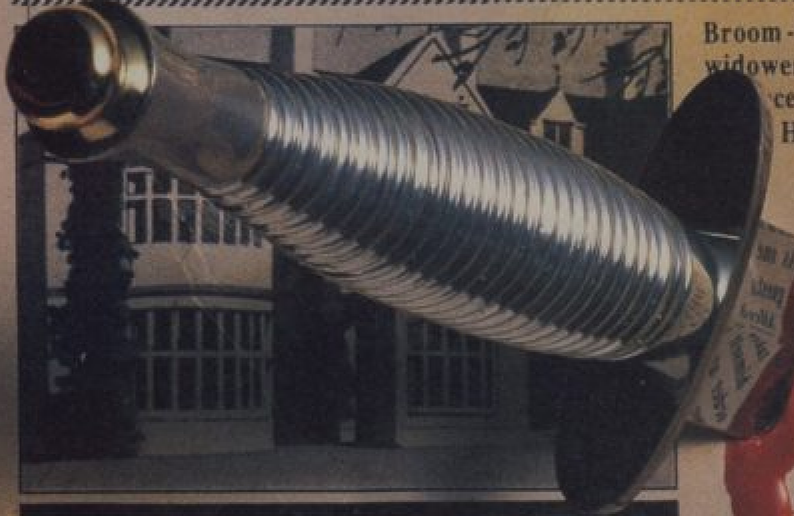
MEGADRIVE

Batman storms in to the top this month, with the long awaited Super Monaco GP screaming into second place. It's nice to see ESWAT and Cyberball in at last, with the not-too-bad Phelios also lurking at number four.

WE SET THE SCENE ...
NOW YOU SOLVE THE ...

MURDER!

19TH JUNE 1941



'GHASTLEY MANOR' THE LOCATION OF HORRIFYING HOMICIDE

Police have today been informed of the murder of Mr Charles Innes, aged 46, an attorney from Barrington, W. Sussex.
It is believed Mr Innes was stabbed to death at the home of Mrs Audrey Broom-Hall, actress & widower of the famous film ...cer Sebastian Broom-Hall; who was holding a cocktail party for the rich & famous. As one of the guests Lord Alfred Andrews has taken it upon himself to keep order at Ghastley Manor, he is ques...ing Mr Larry Glover, th... rominent political fi... g... & Dr Victor Jones: N... Scotland Yard have y... reach the scene of the c..., but they are esti... m... to arrive at approx. 1... – 2 hours after the cr... was discovered.



DISTINGUISHED PEER HAS 2 HOURS TO FIND THE KILLER...!

Lord Alfred Andrews has only 2 hours to try and solve the murder of Mr Charles Innes who was attending a cocktail party at 'Ghastley Manor'.
He reports, "Things are not quite as I initially thought. The guests are entwined with love affairs, disputes over inheritance & outbursts of jealous rage."
Investigations continue.



THE SCENE OF THE HORRENDOUS CRIME!

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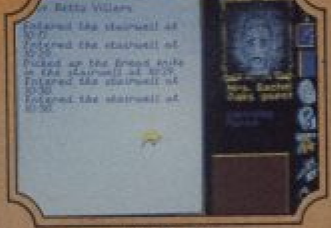
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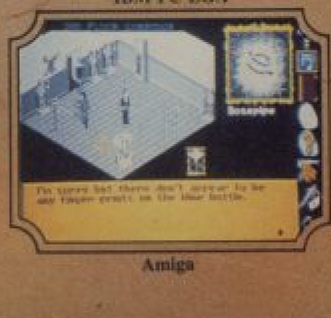
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BUD

WORLD SOCCER
ZEPPELIN GAMES

Three guesses what this game involves. Actually, make that one guess. You got it - it's that perennial favourite, football, only this game doesn't actually involve any on-the-pitch action. Because you're the manager of the club you only have to deal with the day-to-day running of the club, in other words, all the boring bits like scrutinising gate returns and talking to the bank manager (yawn).

Instead of getting to see how your team perform you get a poorly animated front man telling you what went on in the match - hardly the pulse-racing footballing excitement you would expect.

Football managing is all very well, but where's the "Bobby Robson, pitch-side, screaming at the players" gone? I'm sorry, but it isn't here - and what's a football management game without the football?

AMSTRAD
£2.99

Manage a football team you never actually see play? Even the crumbly old Football Manager let you watch match highlights, so leave this lacking effort well alone.

OVERALL 38%



RASTAN
HIT SQUAD

The evil wizard Karg (don't you just love the names?) has conquered the land of Maranna leaving the ex-king, Rastan, looking like a bit of a lemon. So, in a fit of rage he decides to pick up his trusty sword and dish out some proper justice to Karg and his minions, and get his kingdom back into the bargain.

Generally, this involves traversing the eight way scrolling landscape letting all and sundry bite the biscuit with a variety of medieval weaponry. End of level guardians spice up the action, and then the multiload rears its ugly head. After the pause more perilous adventures await the hardiest barbarians...

C64
£2.99

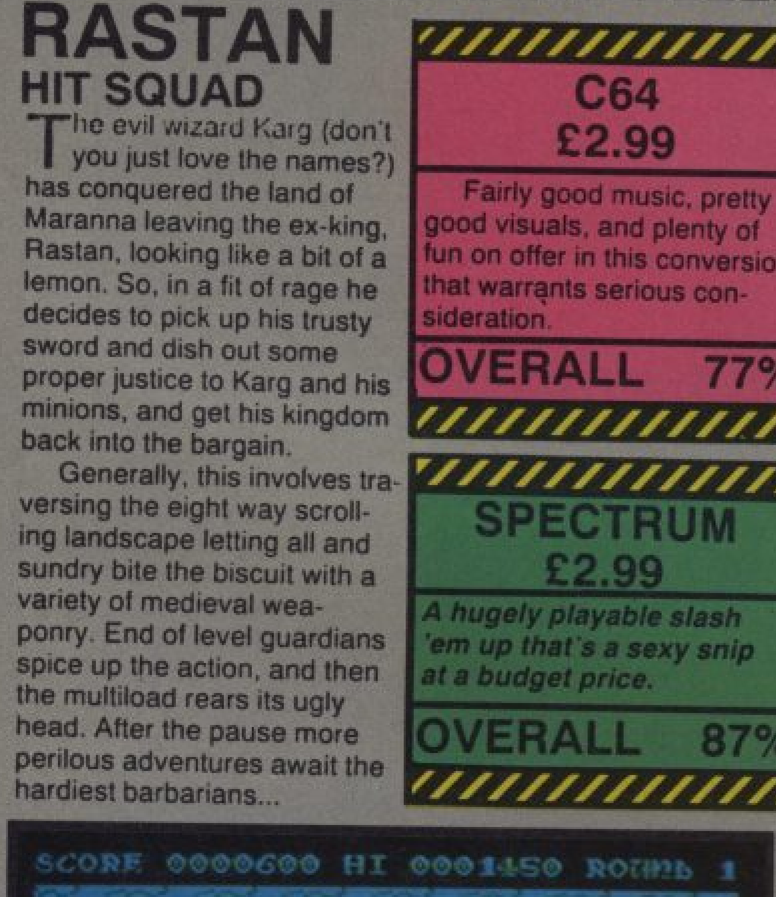
Fairly good music, pretty good visuals, and plenty of fun on offer in this conversion that warrants serious consideration.

OVERALL 77%

SPECTRUM
£2.99

A hugely playable slash 'em up that's a sexy snip at a budget price.

OVERALL 87%



FANTASTIC AMERICAN FOOTBALL
ZEPPELIN GAMES

Hut!... Hut!... Hut!... Fantasic American Football offers budding grid-iron fiends the opportunity to make their dreams come true, without the need to have any actual footballing skill whatsoever.

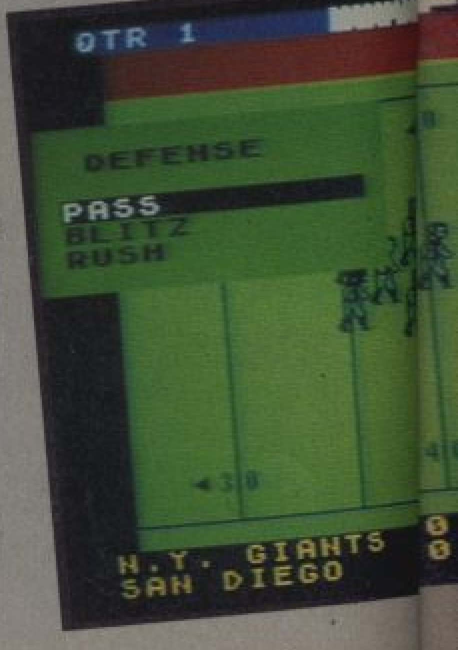
This game offers loads of different formations to try out, and even a two player option so you play against your best friend or the cat or something. Overall, it's quite a jolly little game. The colour, though, is a bit of a letdown, and it's quite difficult to see who has the ball! Otherwise, not that bad.

SPECTRUM
£2.99

A pretty good Zeppelin offering, but it's not "fantastic" by any stretch. Cyberball is better if you can afford it.

OVERALL 67%





DGET

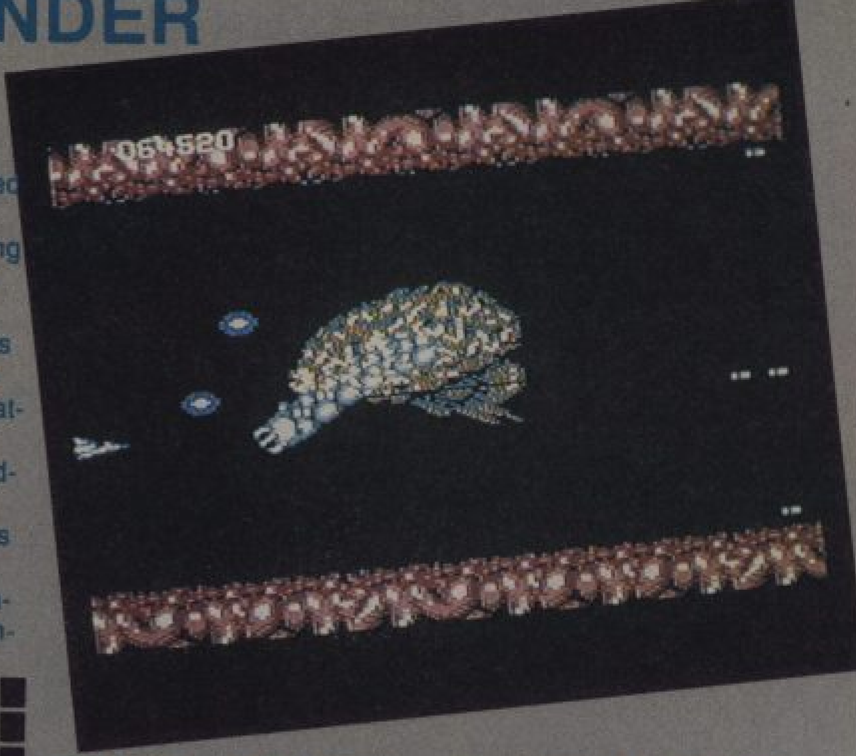


SALAMANDER
HIT SQUAD

From beyond infinity (where else?), the despotic Salamander has arrived and he's starting killing people and generally causing a lot of havoc and mayhem. Bad news, huh?

A hero is needed and this is where you come in. Take your battle-scarred Warp Rattler into four levels of shoot 'em up action, collecting add-on weaponry and generally letting Salamander's minions eat photon death.

On the C64 at least, Salamander is an absolutely stunning conversion that simply demands immediate purchase (shame about the multi-load though). On the Spectrum and Amstrad, I'm afraid things aren't quite so rosy. The playing area is rather small and action is a tad slow - not the greatest of blasters by a long chalk.



C64
£2.99

What a blinding bargain! A totally fantastic conversion with great sprites, nice music and addictive gameplay! B...

OVERALL 93%

SPECTRUM
£2.99

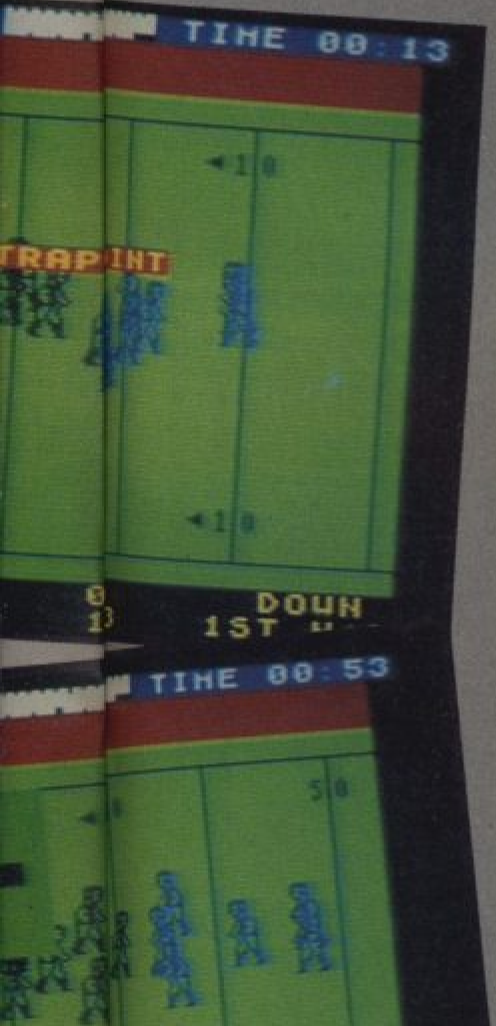
Hmmm. Not exactly the most exciting Spectrum blast about. There's loads of better games of this ilk available at the magic budget price.

OVERALL 65%

AMSTRAD
£2.99

A bit too similar to the Spectrum game, even down to the extremely cramped playing area.

OVERALL 65%



PRO POWERBOAT SIMULATOR
CODE MASTERS

If the thought of another "simulator" with the Code Masters seal of quality is enough to put you off your dinner, then take heart. Yes, this particular game isn't bad at all and weighs in as pretty good value on the £4.99 budget range.

The gameplay generally involves racing up the vertically scrolling waterways collecting fuel and dropping mines to wipe out the opposition. The game also boasts a simultaneous two player option - but don't get too excited. You can't race away from the opposition simply because the scrolling only goes as fast as the slowest player! Otherwise, not a bad game - but we've seen it all before.

ATARI ST
£4.99

A pretty good vertical scroller that gives the Code Masters seal of quality a bit of dignity - at last.

OVERALL 71%

AMIGA
£4.99

Slighly enhanced colours and jazzier music make this a touch better than the ST version.

OVERALL 73%



BUD

FIRST STRIKE
ENCORE

In Encore's latest re-release, you manage to get your hands on the latest *tooled-up air-fortress*, and you must use its awesome devastation capabilities to wreak havoc behind enemy lines.

A whole fleet of enemy aircraft stand between you and each of your eight objectives, so you're going to need as many weapons as you can pack on board. Don't overload your aircraft, though, or it will become a downward-spiralling coffin.

The actual missions are displayed in pretty good Afterburner-style 3D, with loads of blasting action incorporated, making a decent game that's a bargain at the budget price.

C64
£2.99

Probably the best Afterburner clone you're likely to see for the C64. Buy it and see.

OVERALL 81%



YOGI'S GREAT ESCAPE
HI-TEC

He may well be smarter than the average bear, but not even Yogi Bear can think of a suitably devious plan to save Jellystone Park from closing. Therefore, instead of spending the rest of his days cooped up in a smelly zoo somewhere, Yogi has decided to escape from Jellystone and find a new park to live in.

Yogi has to cross six horizontally scrolling levels, pinching picnic baskets on the way. There's plenty of

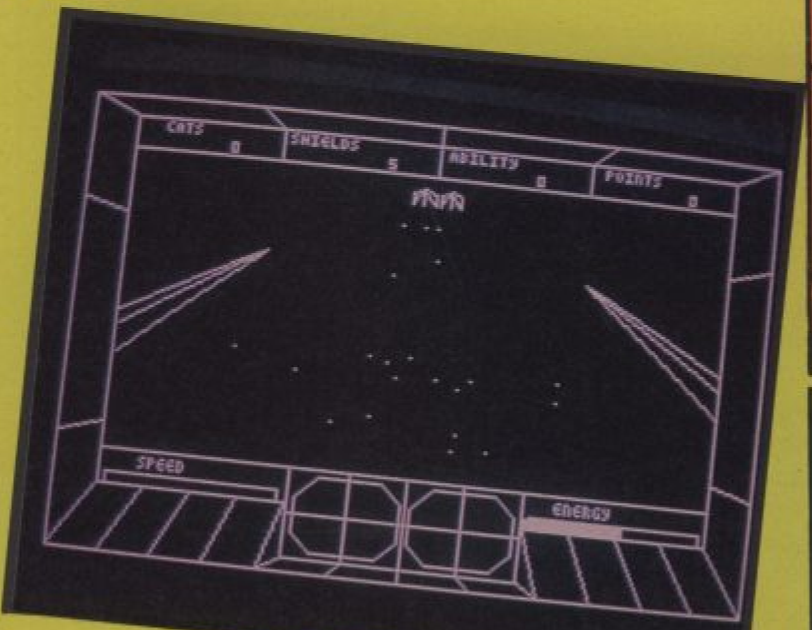


WANDERER 3D
ENCORE

Yes, that 3D jobbie from Elite is back, only this time it's available on their budget label. This game's main pulling point was undoubtedly the "real" 3D effect, and Encore have even included the 3D glasses in the package - what a bargain (ooh, sarcasm - Ed)!

If you didn't know, Wanderer 3D is "the complete space adventure game" based around (of all things) cats. It turns out that in the year 3027 our feline buddies are THE status symbol, so the future soldier of fortune had better have a good line in Go Cat or he's doomed to poverty.

Believe it or not, I saw this game on the Sinclair QL (!) a few years ago and it's still awful. We're talking "real 3D" that's about as effective as a one-legged man in a bottom-kicking contest, and shoot 'em up action that's as thrilling as a Skoda Grand Prix. This game simply does not warrant purchase at ANY price.



ATARI ST
£9.99

Boredom city, I'm afraid. A rather whiffy 3D shoot 'em up cum card game that deserves to be left on the shelf of your local software shop.

OVERALL 34%

AMIGA
£9.99

Oh dear! Much the same sad story on the Amiga as well, with the same completely duff headache-inducing gameplay.

OVERALL 34%

GET



nasty beasties just waiting to throw some bear steaks on the barbecue, so Yogi had better watch out!

I was very nearly gob-smacked by Yogi's Great Escape. The sound is superb, with a thumping New Order-style soundtrack, and the smooth scrolling is a treat to watch. The animation is no great shakes, but the game is - so check it out!

AMIGA
£6.99

A great Yogi license that's an absolute steal at the price, but where's Boo Boo?

OVERALL 86%



T-BIRD
16 BLITZ/ MASTERTRONIC

Your completely clapped out Laader (!) 1000L has just gone to the great scrapyard in the sky, so you decide to buy a new mega-shifting turbo-nutter spaceship! The Foourd T-Bird looks like a bit of a mover, so you decide to take it for a test drive.

But disaster! You've accidentally taken a wrong turn into enemy territory and you must blast your way out (Why you can't simply reverse is beyond me). Don't worry though, Foourd will send along some extra bolt-on weaponry so things aren't really that bad.

Well, I'm afraid they are. What we have here is a lukewarm Galaxy Force clone with sad, deformed graphics and not a lot happening on the playability front. The 3D effect is wobbly and rather laughable, and the enemy attack waves are rather unexciting to say the least. There are plenty of better shoot 'em ups about, so you're best off saving up a bit longer and buying one of those instead.



ATARI ST
£4.99

Not one of the best shoot 'em ups ever seen on the ST, and not really worth a fiver - it's that bad.

OVERALL 40%

AMSTRAD
£2.99

Makes better use of the machine's capabilities than the ST version, but it's pretty much the same, dull stuff.

OVERALL 54%

SPAGHETTI WESTERN SIMULATOR
ZEPPELIN GAMES

Spaghetti Western Simulator? Yes, only this time The Man With No Name has got one - Clint Westband (groan!). Your general aim is blast away all the bandits in the the five horizontally scrolling townships and yet being careful not to shoot the good guys (just like the real thing!).

As a "simulator", this completely fails. Where's the suspect dubbing? Where's the one-on-one high noon shoot outs with Lee Van Cleef? Where's the playability? Let's hope that Zeppelin Games haven't taken up the Code Masters "simulator" habit with further games of a similar quality.

AMSTRAD
£2.99

I doubt that Mr Eastwood would've become the superstar he is if he looked anything like the main sprite in this game. Don't even consider buying it.

OVERALL 32%

SPECTRUM
£2.99

Sergio Leone would've vomited into the nearest bucket if he'd ever witnessed this completely inept game.

OVERALL 39%



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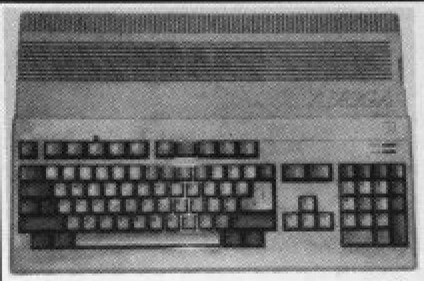
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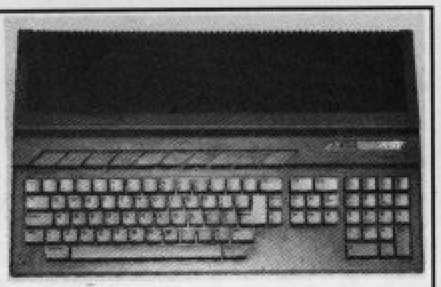
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UPDATE



MANIX
MILLENNIUM

Manix is a bit, erm, strange, to say the least. You (and a friend in two player mode) adopt the roles of grinning blobs traversing a number of screens across a number of levels. These screens are made up of tiles, and some nasty devil has been changing their colours (oh no!).

It's your job to change all the tiles back to their original colours. This incredibly simple task is made a mite more difficult by the fact that each screen has a number of nasties floating about - and they mean business!

Manix is a simple game with a whole wodge of extra options thrown in to liven up the game somewhat. Two players can compete against each other, or work as a team. A mini-construction kit is also in there which enables you to redefine the game's parameters.

This game isn't a wild and crazy excursion to Excitement City, but it does rank as one of the more original releases we've had in this month.

ST
£19.99

Quite a jolly little puzzler/arcade game - check it out if you're after something different.

OVERALL 74%

SKATE WARS
UBISOFT

It's future sports time again! Here we have Ubisoft's interpretation of what we'll all be playing to while away our time during the next century.

The amount of players on the Skate Wars pitch was been reduced to two (so much for team work!) with one player guarding the goal while the other attacks, or defends as the case may be. Skate Wars is definitely a contact sport and as our robot player heroes are on skates (surprise, surprise!) there's plenty of barging and knocking the other players over!

Skate Wars is a playable little gem that's even more fun with two players. Take a peek at your nearest software emporium and see if you like it.

AMSTRAD
£9.99

Ubisoft have very nearly come up trumps with a rapid, smooth future sport that should keep you entertained during those rainy Sundays.

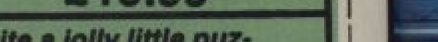
OVERALL 72%

ST
£19.99

Really this is just the Amstrad version with a few cosmetic knobs on it. It's pretty good, but Speedball's better.

OVERALL 72%





F19 STEALTH FIGHTER
MICROPROSE

In a past issue of C+VG, we gave the ST version of F19 Stealth Fighter a very healthy overall rating of 89%. Now we've got our grubby mitts on the Amiga version and we're totally gob-smacked!

The 3D compares very well with the likes of F29 Retaliator, and with the huge wealth of missions to fly all over the world, it'll keep you occupied for months. This

MIDNIGHT RESISTANCE

OCEAN

Midnight Resistance got a decent 80% when we had a butcher's at the Amiga version, our only gripe being the somewhat strange control method. Well, now we've seen the ST version and much the same comments apply.

The only real differences are the lack of the two player mode and the smooth horizontal scrolling of the arcade version, which has been replaced by a flick screen format (like ST Shadow Warriors).

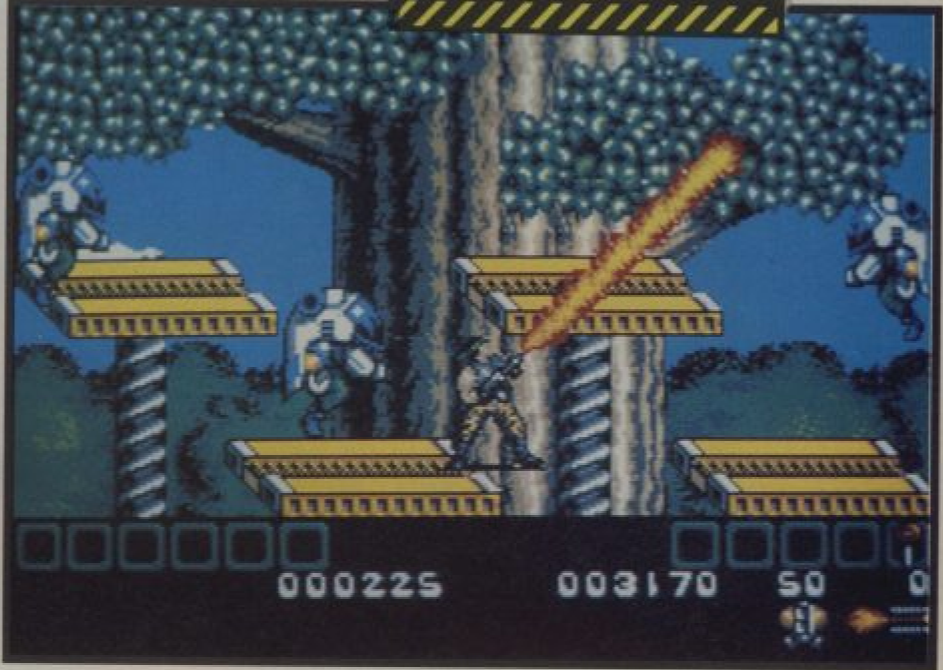
But if you're playing solo you won't have much to complain about because Midnight Resistance is still a pretty good blaster - better than many on the ST - and it's also very challenging. Try and have a few goes at the game before actually parting with the folding stuff.

ST
£19.99

The one-player only gameplay is a bit disappointing, but aside from that Midnight Resistance is a decent shoot 'em up that's just a tad on the slow side.

OVERALL 79%







definitely has to be one of the best, if not THE greatest Amiga flight sims out at the moment!

AMIGA
£29.99

Super-detailed, speedy 3D and improved sound effects combine to make a brilliant flight sim, with a whole career's worth of detailed missions to fly and a lot more besides. Superb.

OVERALL 92%

SIMULCRA

MICROSTYLE

It's out and out shoot 'em up action in Simulcra, as the player-controlled SRV (Surface Reconnaissance Vehicle) battles to close down thirty battle matrices, blasting a huge variety of airborne and earthbound vehicles on the way. There's pick-ups aplenty available from the blasted enemy fighters and structures. Radars, fire-and-forget missiles and extra armour can be collected to make the task of heavy-duty devastation a smidgen easier.

Simulcra on the Amiga is even better (!) than the superlative ST version reviewed last month. The shoot 'em up genre may have been flogged to death, but Simulcra has the edge in its wonderful execution. Make sure you find the time to give this game the attention it deserves.

AMIGA
£24.99

Simulcra ranks as one of the finest 3D shoot 'em ups available on the Amiga. Unbelievable graphics, superior sonics, and unrivalled playability. Look out for it!

OVERALL 93%

TUSKER

SYSTEM 3

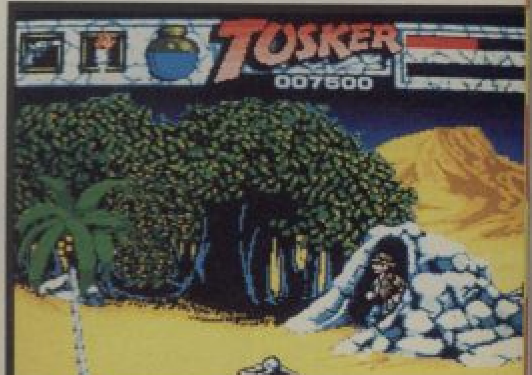
The Man With The Hat is back and this time he's brought his Dad! Well, actually he hasn't, because although Tusker's hero is winner of the Indy lookalike contest, his old dad has actually popped his clogs on the road to the Elephants' Graveyard. Now it's down to you to take up the quest, beating up meddlesome Arabs and collecting useful weapons and mystical objects along the way.

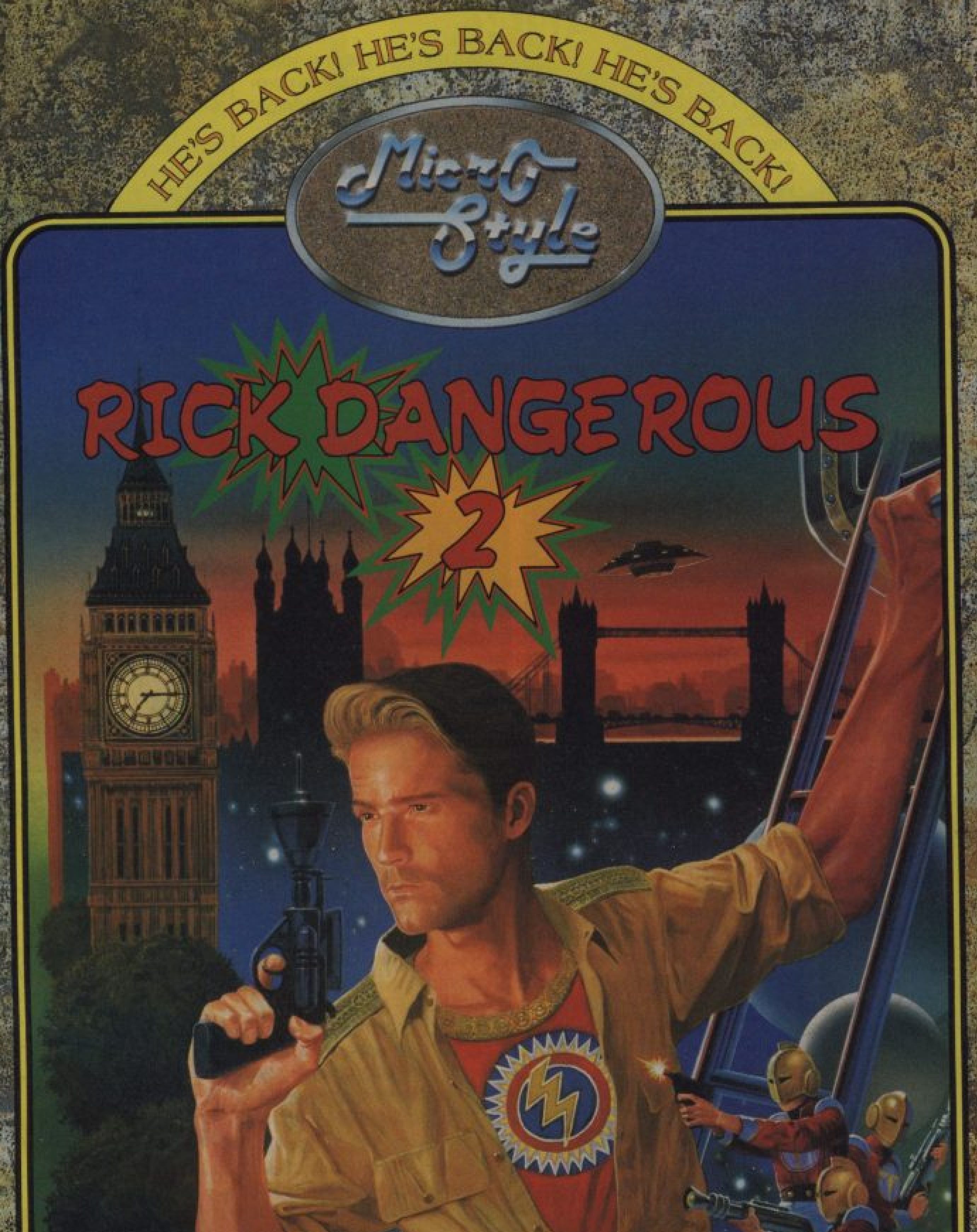
The actual gameplay is best described as a cross between the Indy graphic adventure and System 3's Last Ninja series, with the arcade element perhaps the most prominent. As an arcade adventure Tusker's quite an engrossing game, with decent graphics and sound to jolly along the problem solving. But apart from the unusual subject matter (wot, no Ninjas?) there's nothing particularly outstanding about Tusker.

AMIGA
£24.99

Not bad, but if you're after an Indiana Jones-type quest, Lucasfilm's Indy adventure is much more fun.

OVERALL 75%

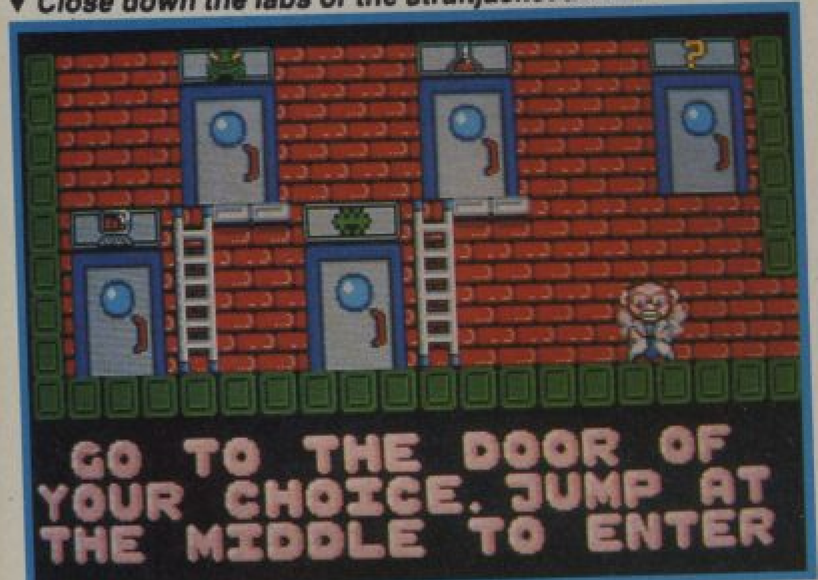



HE'S BACK! HE'S BACK! HE'S BACK! HE'S BACK!
Micro Style
RICK DANGEROUS
2

MAD PROFESSOR MARIARTI

BY KRYSALIS

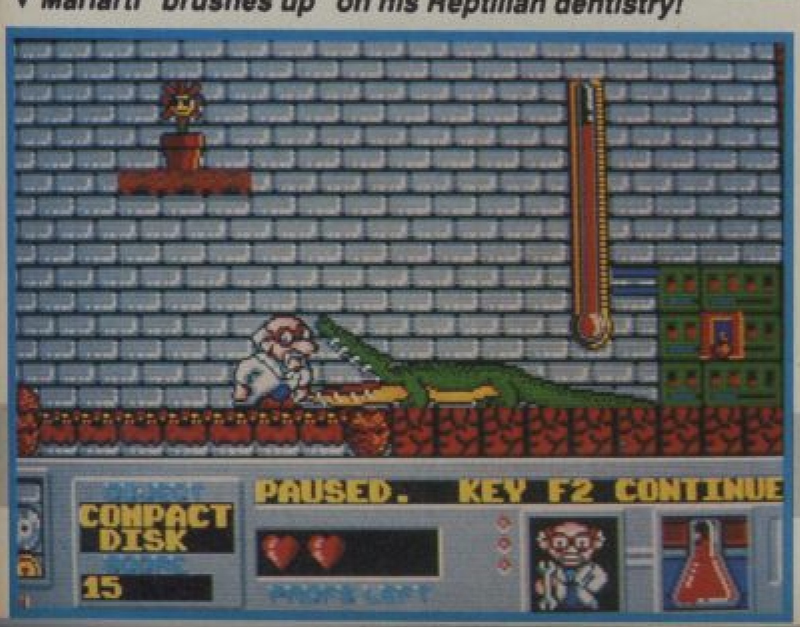
▼ Close down the labs or the straitjacket awaits!



▼ Use your faithful Zapstick, Prof!



▼ Mariarti "brushes up" on his Reptilian dentistry!



Professor Mariarti's got a problem. Everyone thinks he's a screaming loon, and should be locked up. Even the Lord Mayor agrees, and has sent the Prof a letter, stating that if all of his insane machines are not turned off within one week, he'll be put in a straitjacket and carted off to the nearest nuthouse.

What this entails is getting the Prof around five massive laboratories, (labeled chemical research, space rocket development, computer science, biological observations and - ooh-weeee-ooh - The Mystery Lab) collecting sundry items and using them in the correct locations to shut down all the rogue equipment.

The more lively items of lab equipment attempt to stop you in your tracks, but they can be stunned or destroyed with just a few shots from the Prof's zapstick. Collect tokens along the way and you can buy more powerful weapons from the tool lockers scattered about the labs.

If the Prof's successful in shutting down all of his equipment, he'll be free to live a life of peace in a country cottage with roses around the door. If not, well, it's 20 years in a padded cell with a striped view and lots of tranquilizing injections in the rump.

UPDATE

Mad Professor Mariarti will be jumping onto the Amiga and (ooh!) the Archimedes, real soon now, for the same price of £19.95. Unfortunately, Krysalis have no plans for 8 bit versions.

ST
£19.95

As far as platform games go, this ranks as one of the prettiest around, and definitely ranks as one of the most frustrating! The graphics are really bright and colourful, with some excellent animation, and the sound is an amusing mixture of squeaks, boings and pings. As far as the gameplay goes, however, Mad Professor Mariarti is reminiscent of Terramex, Thunderbirds, and about almost every other platform game that Teque (the programming arm of Krysalis) have done in the past - although it has to be said that this is the best of their bunch. The sheer scale of the game is enormous and the basic mechanics work well, but the connections between the items and the puzzles are pretty obscure, so be prepared to spend a lot of time trekking about, experimenting with different objects in different locations. If you like this kind of game you'll undoubtedly enjoy Mariarti to the max, but those of you more used to blasting than brainwork might well find you've ripped most of the hair off the cat before it's complete!

ROBERT SWAN

GRAPHICS	88%
SOUND	79%
VALUE	83%
PLAYABILITY	80%
OVERALL	81%

KOMPACT KRYSALIS KOMPO

WIN A PERSONAL CD PLAYER COURTESY OF KRISALIS!

Those northern software aces at Krisalis are a bit chuffed at their latest release Mad Professor Mariati, which, if you were reading the mag carefully, you'd have seen reviewed on page 75 of this very issue!

In the euphoria which resulted from being told that Mariati had earned an overall mark of 81%, Krisalis decided to give away a stack of free gear to a select band of C+VG readers by way of one of our jolly compos.

Top prize is a super, lovely and smashing portable compact disc player that will play all your fave groovers in glorious, astounding, blimey-you-could-almost-be-there digital stereo while you're out exercising the dog, jogging with the cat or even taking the goldfish for an evening stroll on the beach

Now no doubt some of you are saying, "Only one prize! Cripes, knowing my luck I'll never win!" Well take heart, because Krisalis are also giving away Krisalis goodie bags, containing posters, T-shirts and lots of other exclusive gear to ten runners-up!

As part of our patent winners quality control programme we're going to test your knowledge of mad professors, and only those with supreme insight will get the prizes. Just answer the seven "simple" questions below and fill the answers in on the grid on this page. To help you out we've filled in some of the letters already, and they just happen to spell out the word MARIATI.

Once you've filled in the grid, either cut it out, or if you don't want to cut up your mag, write your seven answers on the back of a postcard or sealed envelope along with your name and address and the type of computer you own. Then send your entry off to I PROFESS TO KNOW ALL ABOUT MAD SCIENTISTS COMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Get 'em in by the 30th of October

1. Back to the Future's Doc Brown wasn't christened "Doc". What did his "mommy" name this plucky, time-travelling scientist?
2. Bagpuss' "very distinguished old woodpecker" chum was called Professor...?
3. What was the name of Flash Gordon's doctor mate in the old serials and the 1980 movie?
4. The father of modern physics and creator of the theory of relativity was Albert who?
5. Before he was an island son, Richard Chamberlain played this famed sixties hospital doc. What was he called?
6. Who was the mad scientist who brought the dead to life with a bolt of electricity through a bolt in the neck?
7. This Dr Jones is a professor of archaeology, but he spends most of his time getting into scrapes with Nazis. Which American state does he share his name with?





1. □ □ M □ □
2. □ A □ □ □ □
3. □ □ R □ □ □
4. □ □ □ □ □ □ I □
5. □ □ □ □ A □ □
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▶ AMIGA

WINGS

BY CINEMAWARE /MIRRORSOFT

Scramble! Scramble! I say you chaps! Sausage suckers up the blue end! Time to say chocks away, get upstairs and prang the Kaiser's cabbage crates before they start chucking handfuls at our Blighty kites. Eh? what's the matter? Don't you fellahs savvy me banter, then? Well, I s'pose I'd better calm down a bit.

As you may have surmised, Wings puts you in the cockpit of an SE5 biplane of the 56th Aerosquadron, flying alongside your ten stout-hearted comrades over France during World War One. The game starts on March 2, 1916 and your objective is simply to survive the remaining two years of the war, flying over 230 missions before you meet the German ace, Das Rittmeister.

Before you can actually join the squadron, you need to earn your wings by completing basic training. Here you get to sample the three types of mission you will encounter during active service, strafing ground targets, bombing installations, or shooting down enemy aircraft (in the training flight you have to destroy a target balloon).



▲ *Assemble your squadron then it's chocks away!*

In strafing missions, you have to pilot your aero down a diagonally-scrolling road, shooting up anything and everything on it - infantry, trucks, oil barrels, tents, armoured cars - but NOT the Red Cross lorries.

Bombing missions are vertically-scrolling jobbies, in which you have to shoot down oncoming aircraft and dodge flak clouds while lining up targets to "drop your load" on.

Most of your career is taken up with dogfighting though, and this is the most exciting of the three sections, mainly because the action is

C+VG HIT!

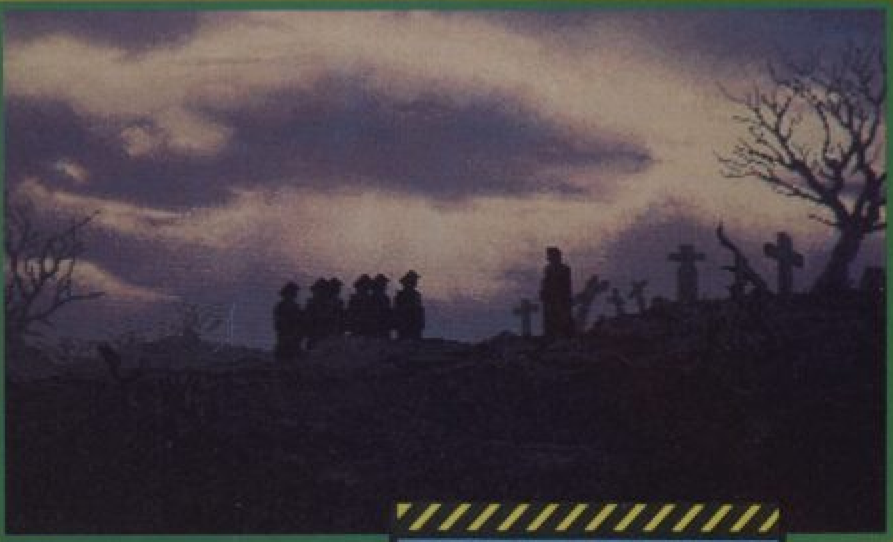
▼ *Tally Bally Ho! There's our target!*



all in 3D and it plays like a simplified flight simulátor. The pilot always looks toward the nearest enemy plane, so turn in the direction he's facing, line up the Fokker in the gun-sight and open fire! Only repeated shooting will destroy the other plane, so keep on his tail or one of your colleagues could finish him off, stealing your "kill". Skilled pilots use fancy aerobatics to evade destruction, but exceed the abilities of your plane and the engine splutters and the plane stalls. Remember, planes aren't cheap, and the CO won't be too chuffed if you bury yours in some French vineyard!

UPDATE

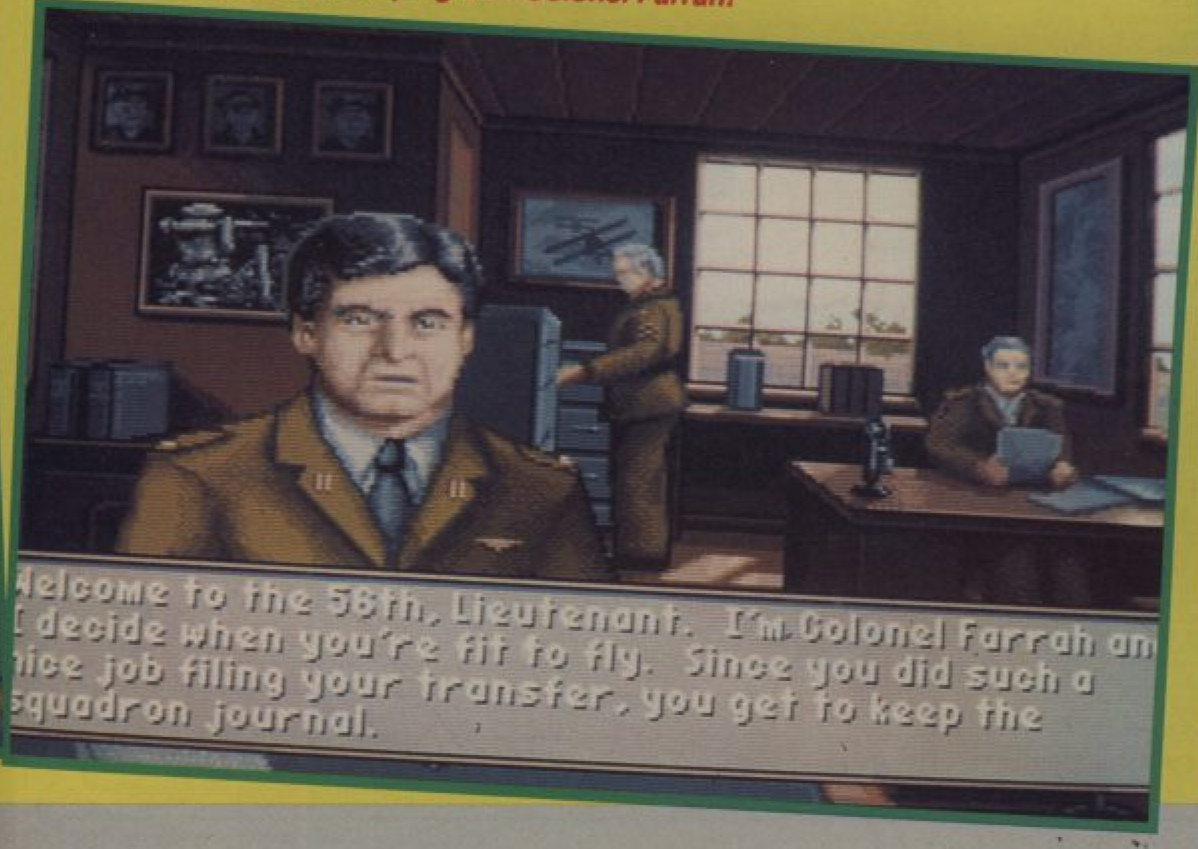
The version reviewed runs in one megabyte, but Mirrorsoft are releasing a half-meg Amiga Wings shortly after this version. ST and PC versions are to follow.



▼ ***Swooping low behind enemy lines!***



▼ ***Best of British book-keeping with Colonel Farrah!***



AMIGA
£29.99

Wow! This is fun! In fact, it's probably the most enjoyable Cinemaware game yet because you don't have to work out strategies, just get in the air and get blasting! The strafe-the-trucks section is great and the bombing mission is better than most Amiga up-the-screen shoot 'em ups, but the best bit is undoubtedly the 3D section, because it's just been so perfectly programmed. Away with complicated dials and gauges - just follow the pilot's nose to the enemy, then blow his wings off and watch his plane plummet downward. As usual, Cinemaware have slaved to get the game's atmosphere perfect, and the superb graphics, sampled aircraft sound effects and even the post-mission piano ditties really recreate the sights and sounds of the period. The game starts off quite easy, but with over 230 missions to fly Wings is going to keep even ace pilots entertained for many a happy hour.

PAUL GLANCEY

GRAPHICS	93%
SOUND	94%
VALUE	90%
PLAYABILITY	95%
OVERALL	94%

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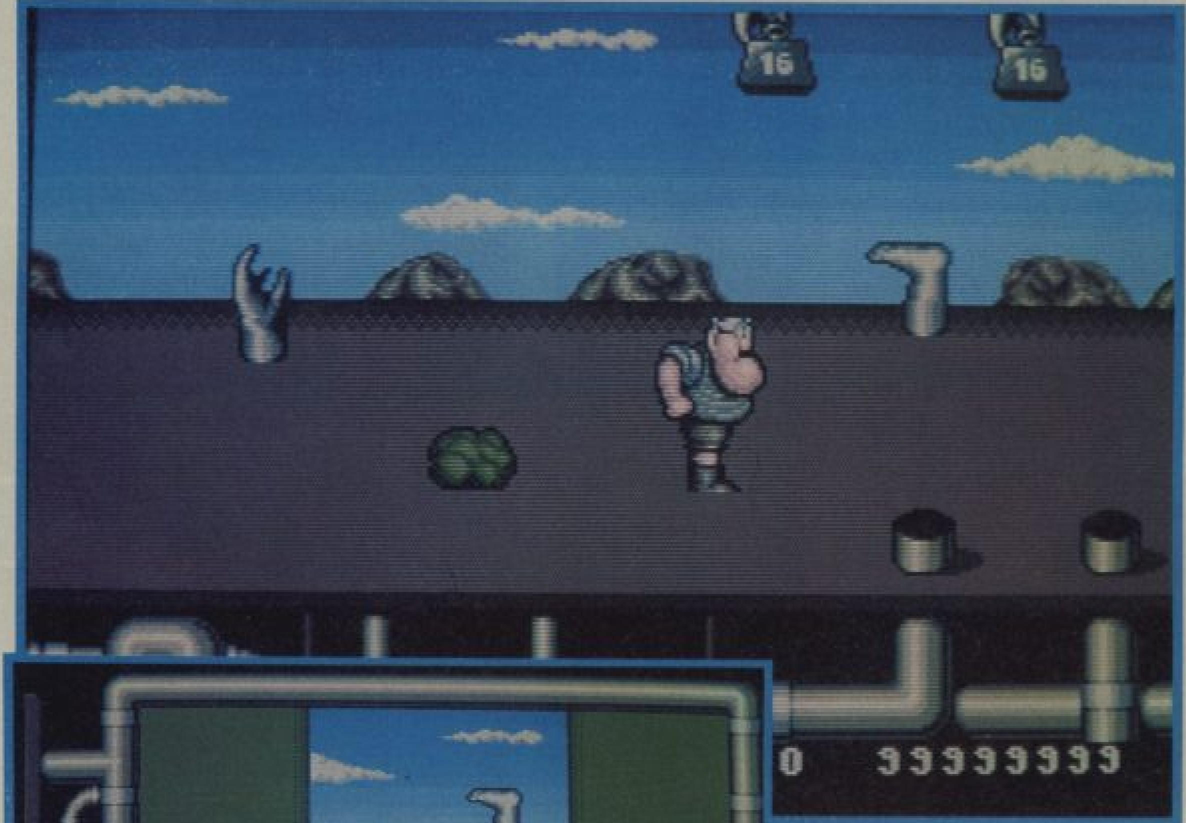
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MONTY PYTHON'S FLYING CIRCUS



▲ *Can that cunning bush-disguise fool our Gumby?*

BY VIRGIN

Mr D P Gumby (he of the knotted hanky) has lost his mind, literally. During routine surgery, his brain split into four and did a runner. Gumby now has to set forth in search of his missing cranial matter, only his head is now mounted on a fish. The scrolling trout 'em up action is all viewed side on, and drawn in true Terry Gilliam style.

Gumby, armed only with a prize fish and some knowledge of cheese, must travel through various levels in different forms, collecting tins of spam to exchange for a piece of brain at the end of the level. Here you take part in an argument, and must disagree with the John Cleese lookalike to get as many bonus points as possible. Once Gumby's brain is back in his bonce, he can move onwards to the exciting world of chartered accountancy.

UPDATE

C64 and Amstrad owning Python fans can look forward to versions very soon, priced £9.99.

SPECTRUM £9.99

Similar graphics, and pretty colourful too. However, it's exactly the same game, but the speech is missing, which was a pretty major point of the 16 bit versions.

OVERALL 77%

ST £19.99

Identical to the Amiga version in all respects, so the same comments apply.

OVERALL 80%

AMIGA £19.99

Rather than tackle the subject head-on, Virgin and Core Design have produced a game which involves practically every element of the Python train of thought. The graphics are extremely well drawn, and are totally reminiscent of Gilliam's cartoons, and the intermittent breaks that crop up totally unexpectedly are hilarious - at first. After a few times, they begin to drag, but fortunately they can be turned off. Imagine my shock when halfway through a game, a "game over" message appears! This is made even stranger by an apology for the interruption of play!! The Sousa theme tune is a little flat, but the sound effects are great - the argument sketch and spam sequences are sampled straight from the show! To be quite honest, Monty Python doesn't seem to be a game as such, more like a collection of jokes that makes you want to play on to see the next gag. Fans of the series will love it, but the rest of you will probably get a little tired of the rather basic gameplay after a while.

ROBERT SWAN

GRAPHICS	90%
SOUND	92%
VALUE	81%
PLAYABILITY	73%
OVERALL	**80%**

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THE CORPS


SHE'S PASSED OUT...!
WOULDN'T YOU WITH HALF YOUR ARM MISSING?
WISE UP, BOTH OF YOU! THE SUIT'S ANAESTHETISED
...WHILE IT AMPUTATES THE DAMAGED LIMB AND SEALS THE WOUND. IN ANY MEDICAL EMERGENCY, THE UNITS INTERNAL COMPUTERS TAKE COMMAND OF THE SUIT.
PERHAPS THE SUIT'S WOULD DO BETTER WITHOUT US...
DON'T MATTER EITHER WAY, SCHWARTZ - WE'RE TOO LOW ON FIREPOWER TO DEAL WITH BAZOOKA JOE OUT THERE...
AGREED, MACKINTYRE. BUT MAYBE WE CAN RUN A LITTLE BY-PASS OPERATION OF OUR OWN...
VVOOSSHHH!
HE'S FLYING RIGHT DOWN THE BARREL OF THAT ROCKET LAUNCHER...
THTHOO-!
KRRRUSSHH!


KEPT IT IN THE AIR AS LONG AS I COULD... BUT THAT THINGS STILL MOVIN'...
GET ON IT, BRUBAKER! WE'VE SLOWED THE WAR DROID UP SOME...
...BUT IF THE GAME GUIDANCE COMPUTER HAS GOT OTHER DEFENCE MECHANISMS, I'M DEAD MEAT WITHOUT THE SUIT...
STEP ON IT, BRU– DON'T WANT THE SARGE CATCHING COLD..!
SHUT IT, SCHWARTZ! YOU'VE MESSED UP ENOUGH ALREADY.
THANKS, SARGE... YOU KNOW HOW TO MOTIVATE A GUY...
O.K. MISTER... YOU'RE-- HUH!?
SCHWARTZ, GET THAT TORCH OF YOURS IN GEAR...
...SCHWARTZ..?
SCRIPT: RIMMER ART: ETIENNE 'THE CORPS' © 90 PARIS
TO BE CONCLUDED.

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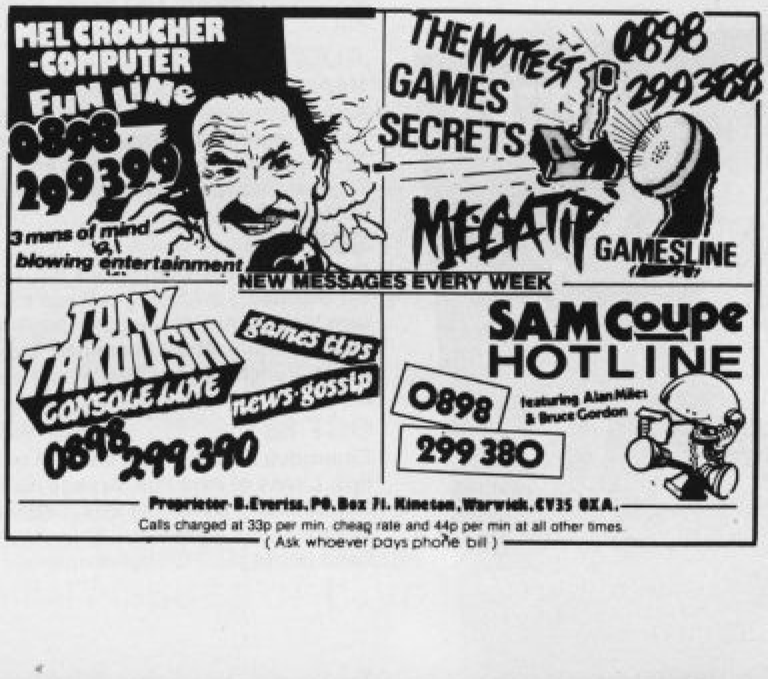
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FREE Spectrum/Amstrad/C64 Thundercats Demo cassette! PLUS Thundercats comic strip! FREE pull-out Jackal poster! Road Runner and Enlightenment mapped! Arcade Action: After Burner, Xenophobe, APB and Battlefield reviewed!

FEB 88
FREE Judge Death pull-out poster! Game of the Month: Ocean's Rastan Saga. Other HIT! reviews include Star Wars, Combat School, Tetris, King of Chicago. Stacks of Nintendo reviews - Gumshoe, Tennis, Wrecking Crew and Balloon Fight! The Great All-Comers Joystick Review.



MAR 88
Super Arcade Action: Thunderblade, Final Lap, Shinobi, Twin Cobra, Ninja Warriors, Blasteroids Vigilante and Thundercade. Platoon Map and Mega Tips. Mean Machines: Commando on the Nintendo, World Grand Prix, Enduro Racer, Hang On and Afterburner special (all Sega)!

APR 88
Loads of tips plus Rastan Saga and Black Lamp maps. Arcade Action: Mr Hell, Heavy Barrel, Twin Cobra. Mean Machines: Nintendo Stinger and SDI, Alien Syndrome, Zillion 2 and Zaxxon 3D on the Sega.

MAY 88
FREE BADGE featuring R-Type, Road Blasters or (courtesy Nintendo) Super Mario Bros! Mapped: Rastan level four onward, Frightmare. Arcade Action: Galaga '88, Vulcan Venture, Kageki. Sega reviews: Teddy Boy, Fantasy Zone. World Soccer, Kung Fu Kid, Double Dragon. PC Engine preview!



BACK

Cheesed off that you missed an all-important issue of C+VG? Well, fret no more, because here's your opportunity to fill the missing gaps in your collection and catch up on all-information that you'd otherwise miss out on.

Simply check out the issues, fill in the box below, ticking which issue(s) you want and send a check or postal order made payable to C+VG for the correct amount of cash.



JUNE 88
FREE Barbarian II poster. Fantastic Karnov maps and tips. Arcade Action: Continental Circus, Dead Angle, Super Ranger. Mean Machines: Alex Kidd, Space Harrier 3D, Super Wonderboy (all Sega).

JULY 88
Dungeon Master maps and tips. Arcade Action: Chopper I, F1 Dream, Dragon Ninja. Mean Machines: Pro Am, Rad Racer, Metroid (Nintendo).

AUG 88
MAPPED! Netherworld, Obliterator, Thundercats. Pick of the Theme Parks feature. Arcade Action reviews Forgotten Worlds and Cyber Tanks. Mean Machines: Chan and Chan (PC Engine), Rescue Mission and Aleste/Power Strike on Sega.

SEPT 88
Starglider II reviewed! Space Harrier and Gauntlet mapped. I-MAX megascreen cinema feature. Arcade Action: Record Breakers, New Zealand Story. Mean Machines: Legend of Zelda, Punch Out and Pro Wrestling (all Nintendo).

OCT 88
Enormous Bard's Tale I, II and III hints and tips. Loads of mini tips. Arcade Action: Legend of Makaj, Dynamite Dux, Cabal. Mean Machines: Aztec Adventure, Shinobi, Penguin Land (all Sega). PC Engine update.

NOV 88
FREE! Spectrum and C64 R-Type Demo Cassette. Last Ninja II map part one. Mean Machines: Mario Bros I (Nintendo), Thunderblade (Sega), Punch Out tips. Arcade Action Chase HQ, Superman, Ninja Spirit and Ninja Kazan.

DEC 88
Special football game feature. Massive tips section, with loads of incredible Sega and Nintendo tips, Starglider II solution, Armalyte maps and Last Ninja II maps and tips for levels 4, 5, 6 and 7. Arcade Action special, with London Arcades report and arcade tips, plus Robocop and Power Drift. Mean Machines: Captain Silver, Lord of the Sword, Golvellius, Nintendo Soccer, Rambo III (all Sega), Double Dragon (Nintendo and Sega). Unbelievable Legend of Zelda maps and tips



JAN 89
Arcade Action: Last Apostle, 3D Enforce, Ghouls 'n' Ghosts, Mr Do, Kuri Kinton. Mean Machines: Mega Metroid maps 'n' tips, Castlevania, Top Gun (both Nintendo) Shanghai, Great Baseball (both Sega). Amazing report from Japan.

FEB 89
FREE complete game cassette for the Spectrum and C64! Amazing R-Type maps and tips for the complete game. Arcades: Double Dragon II, Hot Chase, Fighting Hawk, Wheels Runner, Shadow Warriors, Wonderboy III. Mean Machines: Great Golf, Great Football, Rad Racer review and mega tips + special consoles news feature.

ISSUES



MEGA BONUS OFFER

And how's this for a mega bonus offer? Anyone buying back issues will be automatically entered for our super bonus draw, with two fab consoles of your choice of four as the top prize (either a Megadrive, PC Engine, Lynx or Gameboy). All you've got to do is answer the ludicrously simply question on the order form, and the first one pulled out on Sept 1st will win its sender the machines of his or her choice. Brill, eh?

MAR 89
Arcade Action: Hard Drivin', Ikari Warriors III, Metal Hawk, Winning Run, Tetris, Marc, Apache 3, Operation Thunderbolt. Mean Machines: Big Konix feature, Rampage, Rastan Saga, Bomber Raid, Y/S, Phantasy Star, R-Type (all Sega) Plus loads of tips.

APR 89
Mega Mean Machines special: Sega Cyborg Hunter, Nintendo Mach Rider, Baseball and Gradius. PC Engine CD-ROM report. Space gine). Arcade Action: Missing in Action, Image Fight, Asuka 'n' Asuka, Strider, Final Blow.



MAY 89
FREE 007 poster. Vigilante player's guide. Arcade Action: Nastar, Fighting Fantasy, Rambo III, Counter Force, Down Town, Mad Gear. Mean Machines: historic first Megadrive machine review. Altered Beast, Time Soldiers, Vigilante California Games (Sega), Moto Roader (PC Engine)

JUNE 89
BRILLIANT FREE Computer-generated car/Silkworm poster! Zak McKracken and Sega Golvellius mapped! Arcade Action: Crackdown, Bay Route, Crime Fighters, Prehistoric Isle. Mean Machines: PC Engine Dungeon Explorer, P-47 and Son-Son II and Sega Galaxy Force II.

JULY 89
Incredible FREE! computer-generated bike poster. First ever Game Boy machine review. Hard Drivin' mega tips. Shinobi maps and tips. Arcade Action: Dynasty Wars, Golden Axe, Mechanized Attack, Night Striker, Legend of Hero Tonma. Mean Machines: Super Mario II (Nintendo)

NOV 89
Mighty tips section: Nintendo Castlevania solved, arcade Super Monaco GP screen by screen guide. Arcade Action: Four Trax, Street Smart, Cyber Police, Omega Fighter. US coin-op show report. Sega Wanted and Casino Games. PC Engine Rock On, Game Boy Tetris, Marioland and Soko Ban reviewed. PC Engine II/Megadrive peripheral news!

DEC 89
FREE Hard Drivin' badge! PC Engine Super Grafx revealed! Batman mapped and Xenon II tips! Mean Machines: Sega Tennis Ace and Cloud Master, PC Engine Bloody Wolf!

FEB 90
Arcade Action: R-Type II, DJ Boy and The Next Space. Unbelievable Mean Machines: Super Shinobi, Forgotten Worlds, Kujaku II (Megadrive), Mr Hell (PC Engine), Track and Field II, Life Force, Wizards and Warriors, Cobra Triangle and Mega Man (all Nintendo),

MAR 90
Free Black Tiger poster. Fabulous Space Ace screen-by-screen player's guide. Myth maps for levels 1 and 2. Superb Console Crazy CES show report. Arcade Action: Aliens, Badlands, Astynax, Klax. Mean Machines: Golden Axe, Super Hang-On, Tatsujin (both Megadrive), Double Dribble, Robo Warrior (both Nintendo), Shinobi, PC Kid (both PC Engine), Scramble Spirits (Sega).

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COMPETITION RESULTS

Only the hottest wares are ever put up as competition prizes in the hallowed pages of C+VG. Right here on this here page you can find out if YOU have won any prizes at all for the competitions in the July and August editions of the mag! Read on....

JULY COMPOS

HOTLINE ONE - WIN A TON OF GAMES

ADRIAN CLARK from COLCHESTER is one chap who should be jumping up and down with glee at the moment! He's the lucky bleeder who has won a ton-fifty worth of choice software for his Amiga!

HOTLINE TWO - WIN A PC ENGINE

Flip me! If it isn't JONATHAN KEENE from SHEFFIELD who comes out tops with this one! His square, white wonder is in the post now!

HOTLINE THREE - WIN A GAMEBOY

PETER BLAKE from SOUTHAMPTON is a bit of a lucky fellow. He's the dude who has won one of Nintendo's handheld delights! Have fun!

HOTLINE FOUR - WIN A MEGADRIVE

Cor! I wish I'd won this one, but I'm afraid it's TONY CASE from SEVENOAKS who was on the case for this little compo!

WIN A LOAD OF TURTLES GOODIES

Jaz was particularly narked at having to part with all that fabbo Turtles gear, but it's all gone to a good home, namely THOMAS RIDLEY of MERSEYSIDE. Look after it, Tom!

HOTLINE THREE - WIN A GAMEBOY

TIM EVANS of ROTHERHAM feels like a million dollars at the moment 'cos he's won the Gameboy that was up for grabs!

HOTLINE FOUR - WIN A PC ENGINE

CHRIS ALLEN whose home lies in the reaches of WALTHAM ABBEY has won an honest-to-goodness, groovy-woovy PC ENGINE. How about a round of applause? All right, maybe not.

GUESS THE FREEBIE

Cooo-eeee! Not a lot of you had much of an idea what the long wooden things were, did you? I've got one in front of me now and it's a bit of a giveaway from this angle! It's a train whistle of course! We had a pretty good laff over some of the entries that we got, so the most laughably inaccurate also get a whistle too! Can't say fairer than that, eh?

KEVIN WHITE, MANSFIELD. GRAYDON BARWICK (flick combs, eh!), CROSSPOOL. MIKA KORTELAIREN (he thought it was "a tooth-stick"?!!), FINLAND. JOSEPH CANNON (aren't they a bit small for Railway Carriages?), HORNCHURCH. NICK REYNOLDS, SURREY. K L MAN, RADCLIFFE. PAUL MOORE, STAMFORD. PAUL RAFFO, SHEFFIELD. BRUCE PHILIP, LINLITHGOW. JONATHAN HADFIELD, KENT. BRIAN LITTLE, GLASGOW. TIM PROCTOR, THORNBURY. PAUL DAVIES, LUTON. MICHAEL BRUCE (a mahjong set!!?!), IRELAND. JOHN HIGGINS, LIVERPOOL. MARK BROWN, WALSALL. EDDIE JOHNS, ANGLESEY. JASON PRATT, W. BROMWICH. BILL COPY, LONDON. PHILLIP WARDE, YARMOUTH.

AUGUST COMPOS

HOTLINE ONE - WIN A MEGADRIVE

Another Megadrive? You got it! Well, maybe you haven't got it because CRAIG ROBINSON from LONDON has scooped the honours there. Well done Craig!

HOTLINE TWO - WIN A LYNX

Wowzers! I'll wager that SAM BARLOW from OSWESTRY is counting his lucky stars at the moment for he's the winner of this particular comp!

FLOOD COMPO

A rip-roaring, water-proof walkman up for grabs here, and it gives me great pleasure to announce that... CHRISTOPHER NEWTON of TAMWORTH gets the goods. Ten runners up packs will wing their way to...

STEVE BILLING, PLYMOUTH. NEIL HEATHER, SURREY. PAUL MACVEAN, MIDLOTHIAN. DAVID MITCHINSON, SOUTH SHIELDS. ANTHONY ROBINSON, KETTERING. PETER KELLY, LANARICSHIRE, CALVIN HOLDBROOK, ISLE OF WIGHT. J HARVEY, DERBY. L

THE C+VG CHALLENGE

Got a couple of highscores in the tables? Think you're well 'ard with a joystick, do you? Bit of a flashy git with a joypad, eh? Then here's your chance to push your skills to the max in the C+VG CHALLENGE! Every month, we'll be selecting a red-hot joystick jockey to boogie on down on an all-expenses paid trip to the C+VG offices in London, to challenge one of the C+VG team - Julian Rignall, Paul Glancey, Robert Swan or Richard Leadbetter - on his favourite game. So get practising - the C+VG boys are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, they'll be entered into the C+VG Official Highscore Table, and if you're really good, you could be chosen to come to London to go up against one of the gang!

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MONTY PYTHON'S FLYING CIRCUS
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YES IT IS!
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"What we have here is a BRILLIANTLY ORIGINAL and witty interpretation of the Python Theme". Zero 89%
"One of the tastiest slices of alternative arcade action since Venezuelan Beaver Cheese". The One 85%
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ARCADE ACTION

HAMMERING HARRY

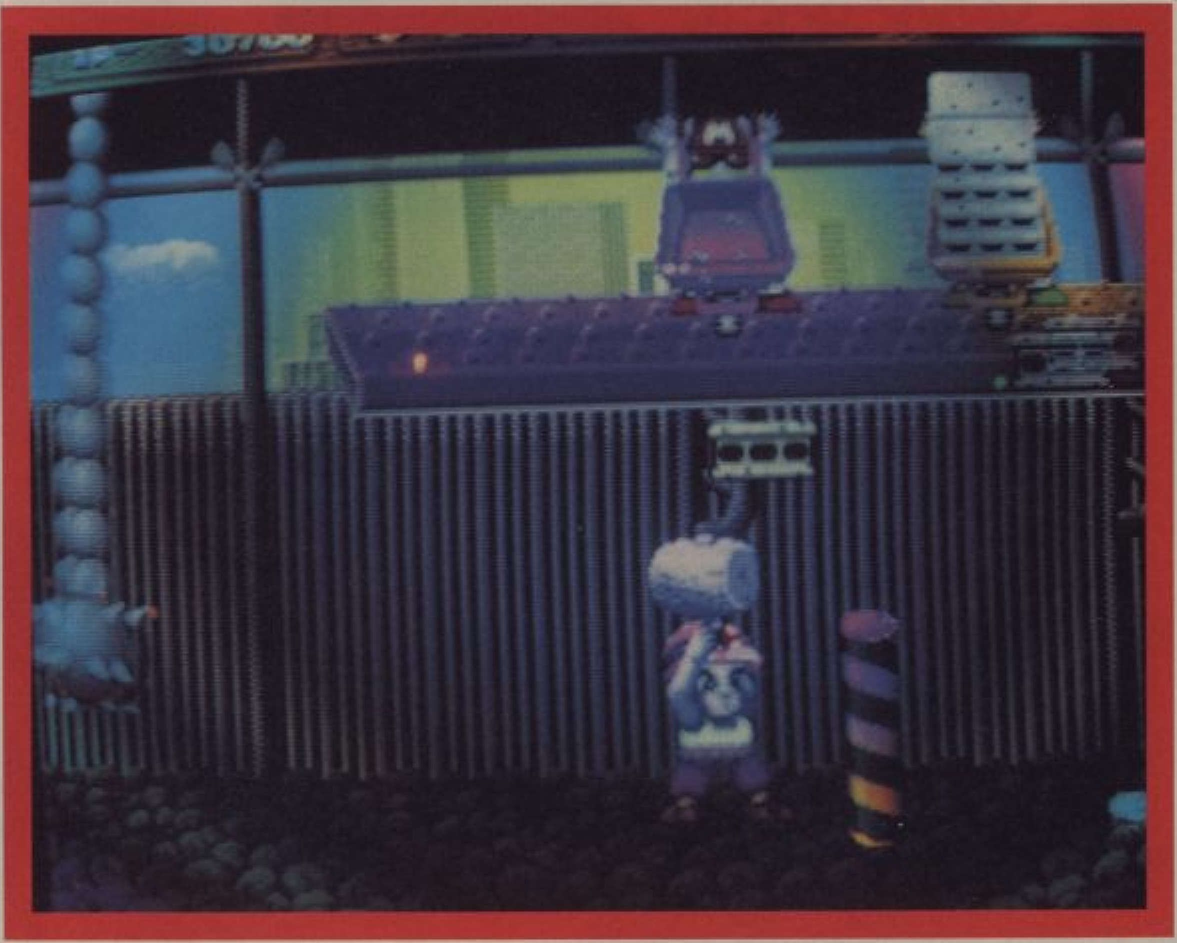
Irem's first cute game since Legend of Hero Tonma casts you as Hammering Harry, a mallet-wielding hero who must traverse six horizontally scrolling backgrounds bonking everything that gets in his way (oo-er).

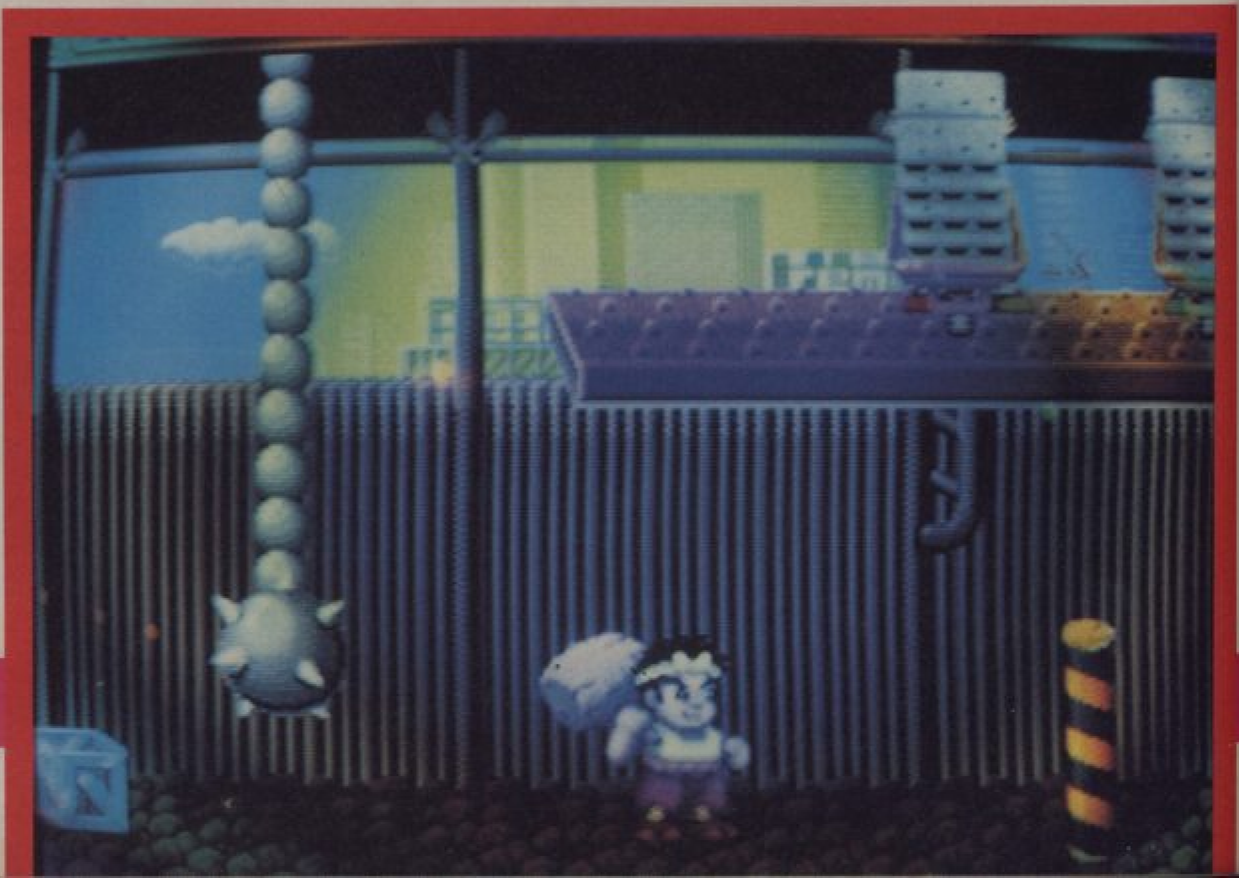
There are plenty of enemies to bash, and each level has a huge guardian to destroy - pretty usual for this type of game, but it's so nicely executed, you can't help but thoroughly enjoy the action.

The graphics are truly excellent (although the version we played had a slightly wonky monitor, hence the weird background colours on the screenshots), and there are plenty of strange sprites and some superb touches. The music is also great - really wacky tunes and effects which really adding to the already humorous atmosphere.

Hammering Harry is a very entertaining coin-op that's both addictive and fun. Look out for it next time you're in the arcades - it's well worth a go.

JULIAN RIGNALL





GRAPHICS	91%
SOUND	90%
VALUE	86%
PLAYABILITY	94%
OVERALL	91%

ADE
I O N





COMBAT TRIBES

Technos are most famous for their Double Dragon games - so it's no surprise that their latest coin-op is another two-player beat 'em up. The story is very familiar, as you and a friend battle across a horizontally scrolling landscape infested with gangs of hoodlums who are out to smash your faces in. Fortunately the heroes are adept at the old kung-fu bit and can kick, punch and even throw the baddies around!

The gameplay is fun for a while - there's certainly plenty of action - but the big problem is that there's nothing new on offer. It's so much like Double Dragon, I'm surprised the manufacturers didn't call it Double Dragon III! The graphics are colourful and bright, almost like a cartoon, and the sound is pretty average, but I found myself getting bored after a few games. If you want to play a good beat 'em up, try Violence Fight first.

JULIAN RIGNALL

GRAPHICS	84%
SOUND	77%
VALUE	79%
PLAYABILITY	82%
OVERALL	80%



COLUMNS

Sega's Columns coin-op (the official Megadrive conversion of which is reviewed later on in this mag) is a strange sort of colour-switching game which mixes elements of Tetris and Klax.

Using a similar split screen display to arcade Tetris, one or two players simply have to stop their screens from completely filling up with ever-dropping blocks of coloured jewels by placing three of the same colours together either diagonally, horizontally or vertically, whereupon they disappear, and the remaining jewels drop into the gaps left behind. While all this is happening, a variety of soothing and very melodic tunes play away in the background. Weird!

This sort of machine never seems to go down well in the UK, us Brits seeming to be a race who likes to shoot or beat up things on a video screen rather than tax the old grey matter. But if you fancy giving yourself a relaxing, stress-reducing and very addictive (if you like puzzle-type games) cerebral workout, shove a couple of coins into this one and mellow out, man.

JULIAN RIGNALL

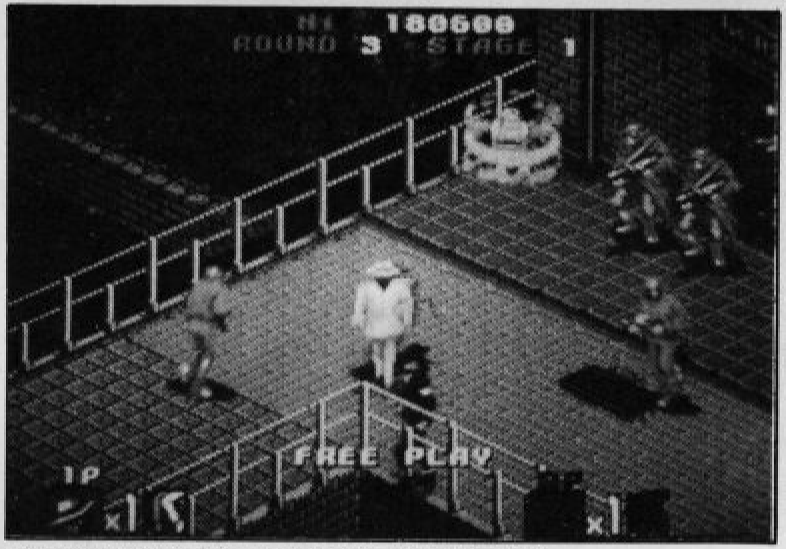
GRAPHICS	77%
SOUND	91%
VALUE	85%
PLAYABILITY	88%
OVERALL	87%



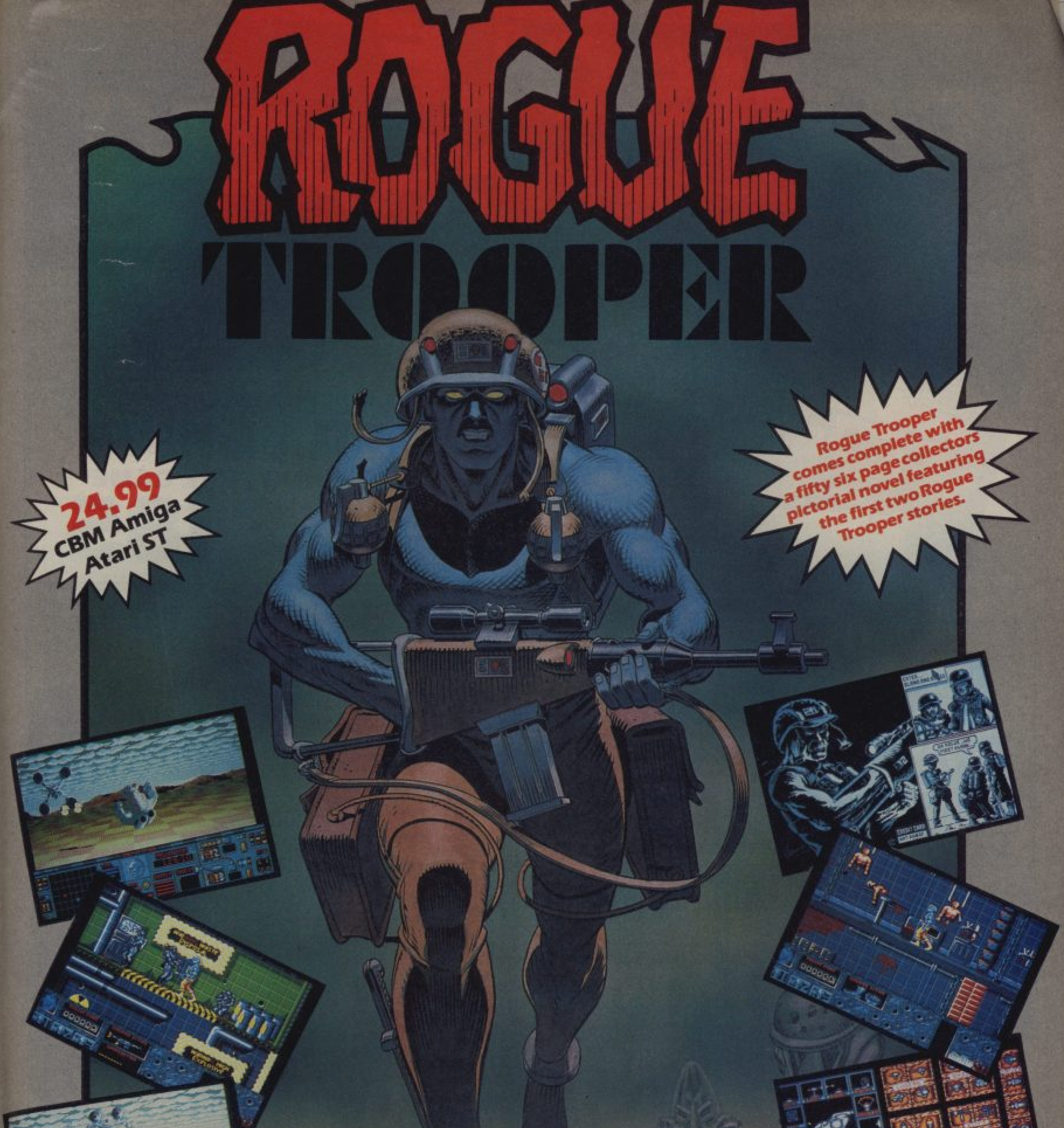
ARCADE HIGHSCORES

1942
16,220,960 Daniel Ellis (DAN), Bath, Avon
AFTERBURNER
30,211,000 David McCartney, Falkirk, Scotland
ALIEN SYNDROME
1,079,050 Chris Eldred (ELF), Grantham, Lincs
ALIENS
525,000 Jeff Purnell (JEF), Clevedon, Avon
ARCH RIVALS
98-42 D Navin (NAV), Morecambe, Lancs
ASSAULT
335,550 Martin Deem, Portsmouth
ATOMIC ROBOKID
27,878,950 Ian Godfrey, Dereham, Norfolk
BADLANDS
541,785 Alex Ware, Shenfield
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
BLASTEROIDS
2,539,740 EGG, Portsmouth
BOMBJACK
45,672,800 Gary Harrod, Poole
CABAL
5,600,760 P Kollas, Greece
CAL 50
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CHASE HQ
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525 Ian Newbold, West Midlands
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1,100,050 Daniel Williams, Derby
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DRAGON BREED
1,117,900 Chris Eldred (ELF), Grantham, Lincs
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994,375 Jamie Morse (JIM), Weston-Super-Mare
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1,897,700 David McCartney, Falkirk, Scotland
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SCI
10,935,200 Michael Campbell, Croydon, Surrey
SDI
6,769,280 Graham Shaw (WIL), Loughton, Essex

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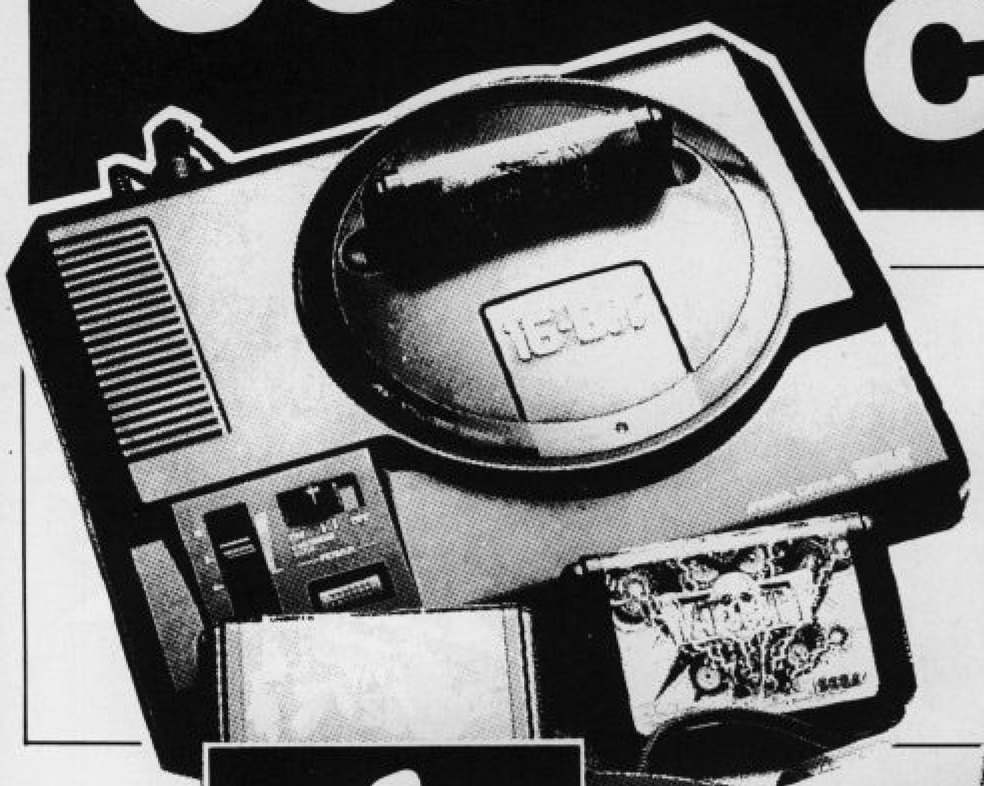
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SHADOW WARRIORS
217,600 Robert Macauley (MRX), S.Australia
SHINOBI
1,006,080 Daniel Williams, Derby
SIDE ARMS
1,846,800 Graham Shaw, Loughton, Essex
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8,111 Panayotis Kollas, Greece
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SUPER HANG-ON
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JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
SUPER MONACO GP
4,372 Christer Bjorkman, Finland
SUPERMAN
5,261,700 Graham Shaw (WIL), Loughton, Essex
TEENAGE MUTANT NINJA TURTLES
5,182 Daniel Williams, Derby
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999,900 Panayotis Kollas, Greece
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186,320 Jeff Purnell (JEF), Clevedon, Avon
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30,433,020 Scott Redshaw (RED), Sheffield, Yorks
TOOBIN'
18,798,164 Alex Ware, Sheffield
TRUXXTON
15,180,300 Kevin Cook (KAC), Croydon, Surrey
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49,347,200 Wesley Murray (WES), Croydon, Surrey
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5,440,247 P Kollas, Greece
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VINDICATORS
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14,105,260 Colin Chung (COL), Islington, London
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1,037,200 Keith Bradley (EGR), Kent
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9,999,990 Michael Campbell, Croydon, Surrey
WONDERBOY III
748,520 Panayotis Kollas, Greece
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VS ITALY: 2-1 Ryan Humphries, Durkar, Wakefield
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WILLOW
1,513,250 Wing Choi Cheung (BOD), Euston, London
WINNING RUN
2:08:00" Julian Rignall, Southend
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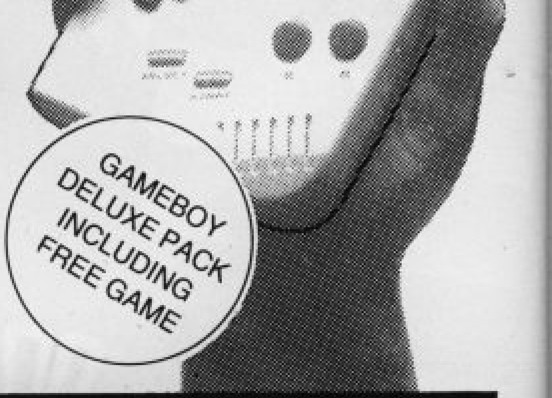


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QUESTIONNAIRE

Welcome to the 1990 C+VG Questionnaire where you can let us know what you'd like to see more of in C+VG and what you don't like quite so much (if anything!) so that we can make Britain's best-selling computer mag even better! For this invaluable service we're prepared to reward you - well five of you - with £150's worth of software for your favourite machine! Yep, on November 1st we'll be selecting five questionnaires and sending off a pile of gear to the lucky respondents! So start ticking those boxes, then cut out this page and send it to: C+VG QUESTIONNAIRE COMPO '90, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU!

NAME:..

ADDRESS:..

....

....

❑ I AM MALE (PLEASE TICK BOX)
❑ I AM FEMALE

AGE:..

ARE YOU:
❑ AT SCHOOL/COLLEGE?
❑ IN HIGHER EDUCATION?
❑ WORKING IN A PART-TIME JOB?
❑ WORKING IN A FULL-TIME JOB?
❑ UNEMPLOYED/RETIRED/JUST NOT DOING ANYTHING IN PARTICULAR RIGHT NOW?

WHICH COMPUTER(S) DO YOU OWN AND PLAY GAMES ON?
❑ SPECTRUM
❑ COMMODORE 64
❑ AMSTRAD CPC
❑ AMIGA
❑ ATARI ST
❑ PC
❑ NINTENDO
❑ SEGA MASTER SYSTEM
❑ SEGA MEGADRIVE
❑ PC ENGINE
❑ GAME BOY
❑ LYNX
❑ OTHER
IF YOU TICKED "OTHER", WHAT THE HECK DO YOU MEAN? WHICH MACHINE COULD YOU POSSIBLY HAVE, FOR CRYING OUT LOUD?

....

ARE YOU THINKING OF BUYING ANOTHER COMPUTER OR CONSOLE IN THE NEXT SIX MONTHS OR SO, AND IF SO, WHICH ONE?

....

WHICH DO YOU THINK IS THE BEST GAME YOU HAVE EVER PLAYED ON YOUR COMPUTER?

....

WHAT IS YOUR FAVOURITE TYPE OF GAME?
❑ SHOOT 'EM UPS
❑ ARCADE ADVENTURES
❑ PUZZLE GAMES
❑ SPORTS SIMULATIONS
❑ FLIGHT/NAVAL/SPACE SIMULATIONS
❑ ROLE PLAYING GAMES
SOMETHING ELSE, NAMELY:

....

HOW MUCH MONEY DO YOU SPEND EVERY WEEK ON COMPUTER GAMES/HARDWARE/MAGAZINES?
❑ LESS THAN £5
❑ BETWEEN £5 AND £10
❑ BETWEEN £10 AND £25
❑ MORE THAN £25

WHAT DO YOU FIND HELPS MOST WHEN IT COMES TO DECIDING WHICH GAME OR WHATEVER TO BUY?
❑ FRIEND'S RECOMMENDATION
❑ MAGAZINE REVIEW
❑ ADVERTISING
❑ MANUFACTURER'S/PROGRAMMER'S REPUTATION
❑ PRICE

WHICH OTHER MAGAZINES DO YOU BUY REGULARLY?
❑ ACE
❑ THE ONE
❑ COMMODORE USER
❑ SINCLAIR USER
❑ PC LEISURE
❑ ZERO
❑ THE GAMES MACHINE
❑ ZZAP!
❑ CRASH
❑ YOUR SINCLAIR
❑ AMIGA FORMAT
❑ ST FORMAT
❑ COMMODORE FORMAT
❑ S
❑ NEW COMPUTER EXPRESS
❑ POPULAR COMPUTER WEEKLY
❑ NO OTHERS
SOME OTHER MAG CALLED:

....

HOW DO YOU BUY YOUR COPY OF C+VG?
❑ OFF THE SHELF
❑ RESERVED BY THE NEWSAGENT
❑ SUBSCRIPTION

IF YOU DON'T ALREADY SUBSCRIBE, WOULD YOU CONSIDER IT IF WE GAVE YOU SOME KIND OF SPECIAL DEAL ON SOFTWARE?
❑ COR! YEAH!
❑ NO THANKS

HOW MANY PEOPLE USUALLY READ YOUR COPY OF C+VG?

....

WHAT OTHER MAGAZINES DO YOU READ REGULARLY (WITHOUT BUYING THEM)?
❑ ACE
❑ THE ONE
❑ COMMODORE USER
❑ SINCLAIR USER
❑ PC LEISURE
❑ ZERO
❑ THE GAMES MACHINE
❑ ZZAP!
❑ CRASH
❑ YOUR SINCLAIR
❑ AMIGA FORMAT
❑ ST FORMAT
❑ COMMODORE FORMAT
❑ S
❑ NEW COMPUTER EXPRESS
❑ POPULAR COMPUTING WEEKLY
❑ NO OTHERS, BUT THANKS FOR ASKING.
SOME OTHER MAG CALLED:

....

IF YOU DO READ OTHER MAGS, WHICH IS YOUR FAVOURITE, AND WHAT DO YOU THINK IS ITS BEST FEATURE?

....

....

HOW MANY OF THE LAST 12 ISSUES OF C+VG HAVE YOU BOUGHT?

....

DO YOU THINK C+VG HAS GENERALLY IMPROVED OVER THE PAST YEAR?

❑ CERTAINLY HAS
❑ *STILL ABOUT THE SAME*
❑ GONE DOWNHILL

ANY PARTICULAR REASON WHY YOU THINK IT'S IMPROVED OR DETERIORATED?

....

HOW WOULD YOU RATE THE FOLLOWING SECTIONS OF C+VG FROM 0 (RUBBISH) TO TEN (EXCELLENT)?

❑ ❑ REVIEWS
❑ ❑ MEAN MACHINES
❑ ❑ UPDATE
❑ ❑ BUDGET
❑ ❑ ARCADE ACTION
❑ ❑ FEATURES (SUCH AS REVIEWS OF NEW COMPUTERS, CES SHOW REPORTS, ETC)
❑ ❑ NEWS
❑ ❑ PREVIEWS
❑ ❑ PLAYMASTERS
❑ ❑ YOB'S MAILBAG
❑ ❑ CHARTS
❑ ❑ THE CORPS
❑ ❑ COMPETITIONS
❑ ❑ HIGH SCORES
❑ ❑ CONTENTS PAGE

IS THERE ANY SECTION OF C+VG YOU WOULD GET RID OF, AND IF SO, WHICH?

....

FROM THIS LIST OF TOPICS, WHICH WOULD YOU OBJECT TO AND WHICH WOULD YOU LIKE TO SEE IN C+VG. TICK EITHER YES FOR THOSE YOU WANT OR NO FOR THOSE YOU DON'T.

YES NO
❑ ❑ PROGRAMMER INTERVIEWS
❑ ❑ SOFTWARE HOUSE PROFILES
❑ ❑ BASIC TECHNICAL/PROGRAMMING STUFF
❑ ❑ NEW TECHNOLOGY
❑ ❑ SINGLE GAME, IN-DEPTH PREVIEWS
❑ ❑ VIDEO/CINEMA REVIEWS
❑ ❑ COMICS
❑ ❑ GENERAL LEISURE ACTIVITIES FEATURES (EG THEME PARK GUIDE, PAINTBALL GAMES, ETC)

CAN YOU THINK OF ANY SUBJECTS NOT MENTIONED ABOVE WHICH YOU WOULD LIKE TO SEE COVERED IN C+VG? (A FREE GAME GOES TO WHOEVER COMES UP WITH THE BEST SENSIBLE SUGGESTION)

....

ANY OTHER CHANGES YOU'D LIKE TO SEE?

....

DO YOU FIND YOU AGREE WITH C+VG'S RATINGS?

❑ YES, ALL THE TIME
❑ SOMETIMES
❑ RARELY

IF YOU DON'T ALWAYS AGREE, WOULD YOU SAY THE RATINGS ARE USUALLY:

❑ TOO HIGH
❑ TOO LOW
❑ IT VARIES

HOW MUCH TEXT DO YOU THINK THE REVIEWS SHOULD CONSIST OF?

❑ MORE THAN CURRENTLY
❑ LESS THAN CURRENTLY
❑ STAY JUST AS THEY ARE

DO YOU GET ENOUGH INFORMATION FROM A C+VG REVIEW TO HELP IN A PURCHASING DECISION?

❑ NO, NEED MORE INFORMATION
❑ YES, ENOUGH INFORMATION

ARE THERE ENOUGH SCREEN SHOTS IN A C+VG REVIEW?

❑ NOPE, NEED MORE
❑ JUST ENOUGH
❑ TOO MANY - I'D RATHER HAVE THE SPACE FILLED WITH TEXT

WHAT DO YOU THINK OF C+VG'S COVERS

❑ GREAT
❑ OK
❑ HATE THEM

WHAT ABOUT C+VG'S PROMOTIONS (LAST YEAR'S HOLOPREVIEWS, THE TURTLES POSTER AND THE STICKER BOOKLET)? DO YOU THINK THEY ARE:

❑ GREAT
❑ OK - QUITE A GOOD IDEA
❑ OF NO INTEREST TO ME

BEARING IN MIND THAT TAPES/DISKS/CARTRIDGES WERE OUT, WHAT WOULD YOU LIKE TO SEE GIVEN AWAY AS A FREE GIFT? (AGAIN, A SOFTWARE PRIZE TO WHOEVER COMES UP WITH THE BEST USABLE IDEA)

....

WHICH OF THE C+VG COMPLETE GUIDES TO CONSOLES HAVE YOU READ?

❑ VOLUME 1
❑ VOLUME 2
❑ VOLUME 3
❑ NONE OF THEM

IF YOU HAVE READ THEM WHAT DID YOU THINK?

❑ TERRIFIC
❑ OK
❑ DIDN'T LIKE THEM

APART FROM PLAYING COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

❑ WATCH THE TELLY
❑ HIRE VIDEOS (AND WATCH THEM)
❑ LISTEN TO MUSIC
❑ READ
❑ GO OUT SHOPPING
❑ GO TO THE CINEMA
❑ GO TO CONCERTS
❑ ENGAGE IN SPORTING ACTIVITIES
❑ PROGRAM YOUR COMPUTER
❑ SOMETHING ELSE COMPLETELY, NAMELY:

....

WHAT SORT OF MOVIES DO YOU LIKE?

❑ MODERN ACTION (EG RED HEAT)
❑ FANTASY (EG BATMAN)
❑ SCIENCE FICTION (EG ROBOCOP, TOTAL RECALL, STAR TREK)
❑ HORROR (EG NIGHTMARE ON ELM STREET SERIES)
❑ COMEDY (EG BIG, UNCLE BUCK, GHOSTBUSTERS)
❑ DRAMA (EG FIELD OF DREAMS)
❑ SOMETHING ELSE, NAMELY:.

....

WHAT'S YOUR FAVOURITE MOVIE YOU'VE RECENTLY BEEN TO SEE, OR WANTED TO SEE AT THE CINEMA?

....

WHAT'S YOUR FAVOURITE MOVIE YOU'VE SEEN RECENTLY ON VIDEO (IF YOU HAVE A VIDEO, THAT IS)?

....

WHAT SORT OF NOVELS DO YOU LIKE?

❑ ACTION
❑ FANTASY (LORD OF THE RINGS, SHANNARA SERIES)
❑ SCIENCE FICTION (HITCH-HIKERS GUIDE TO THE GALAXY, ETC)
❑ COMEDY
❑ HORROR (STEPHEN KING, CLIVE BARKER, JAMES HERBERT, ETC)

SOMETHING ELSE, NAMELY: ....

....

WHAT SORT OF MUSIC ARE YOU INTO?

....

AND WHO IS YOUR FAVOURITE SINGER/BAND/WHATEVER AT THE MOMENT?

....



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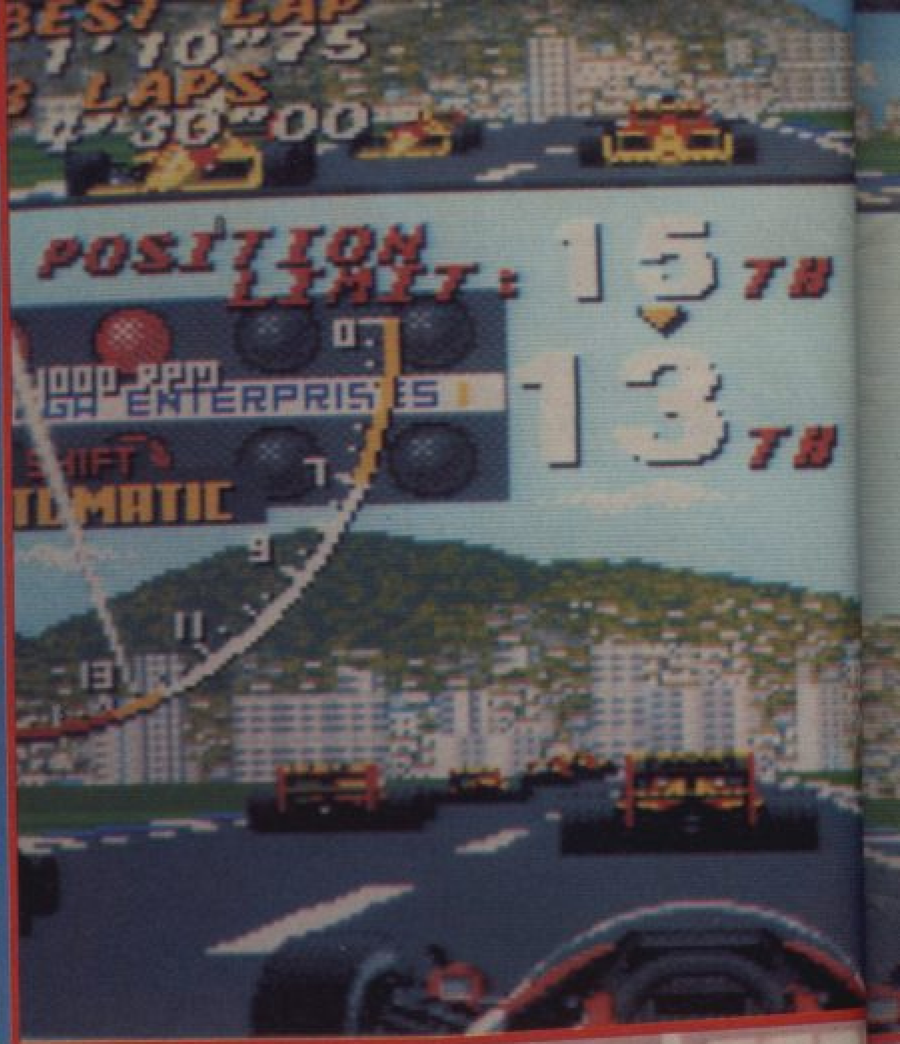
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MEAN MACHINES







After one blinkin' long wait (due to major problems with Sega in Japan), the Megadrive version of Super Monaco GP is here! Unlike the Sega Master System version (reviewed last issue), this is a conversion of the totally spondicious coin-op that had jaws dropping like 16 ton weights when it appeared in the arcade.

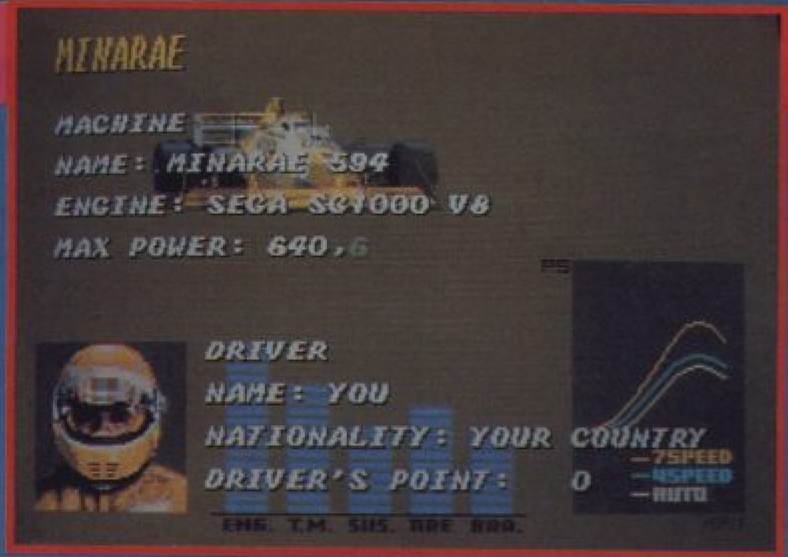
The aim of the game is to race around the top circuits of the world, pushing your flashy Formula 1 motor to its very limits. You can equip your car with either an automatic gearbox (which is easy to handle, but the car moves like a Skoda), a normal four-speed box, or a honking seven-speed gearbox which is a real pig to control, but leaves everything else for dead!

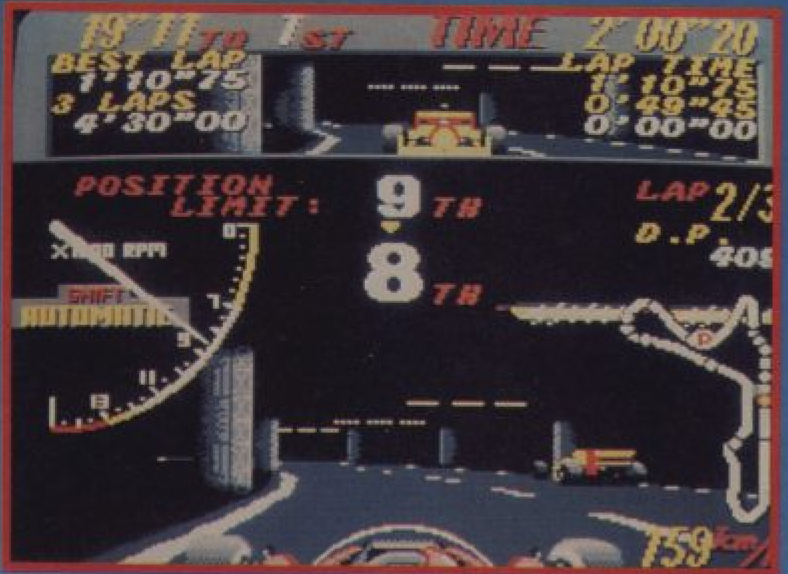
Before taking part in a race, you must qualify for a position on the starting grid (this is also dead handy for testing out your skills for the race to come. The action is seen from the driver's point of

SUPER MONAC

BY SEGA









view, with a rear view mirror at the top of the screen giving you an idea of what's coming up behind. Once you've qualified, the race begins proper, with you given a "last place" marker - if your position drops below the marker, it's game over. Manage to stay within the limit for the race, and your prowess will be displayed for all to see on the high score table.

Before you start gibbering too much, there's more - as well as the main game, you get an additional World Championship game, in which you can challenge 16 different drivers to races all over the world!

WARNING!!

Due to technical difficulties, Super Monaco GP will only run on SCART Megadrives! Most console importers are offering some kind of hardware fix, which will make your PAL machine compatible, so get on the blower to your favourite supplier and see what they can do. Failing that, Spectresoft of Covent Garden will make the modification free of charge when you buy Super Monaco from them. Call them on 0831 469293 for further info.

Thanks to Shekhana Computer Supplies of Wood Green (081 889 9412) who were kind enough to lend us the Super Monaco GP cart for this review.

CO GP



C+VG HIT!

MEGADRIVE
£39.00

Although the Master System game was totally different from the coin-op, it still rates as the best Sega game yet. Now the Megadrive version is here, it literally blows away every other racing game on any console!! Almost identical to its arcade parent (apart from a slight difference in the track layout), the only real thing missing is an abundance of roadside landmarks - but it doesn't detract from the game in the slightest. The graphics in all respects are the same as the arcade, and we are talking ultra fast! The scrolling is as smooth as silk, and roaring around chicanes at 260 km/h is gut-churning to the extreme. The sound is pretty meaty, but the speech sounds like someone gurgling on hydrochloric acid! The playability is spot on, and the car handles just as it should, spinning and screeching if pushed too far. With the addition of the World Championship, there's more than enough to keep any budding Nelson Piquets going for more than many a moon. If there's one game that could persuade anyone to shell out for a Megadrive, it's this one. Miss it at your peril!

ROBERT SWAN

GRAPHICS	96%
SOUND	89%
VALUE	95%
PLAYABILITY	94%
OVERALL	95%



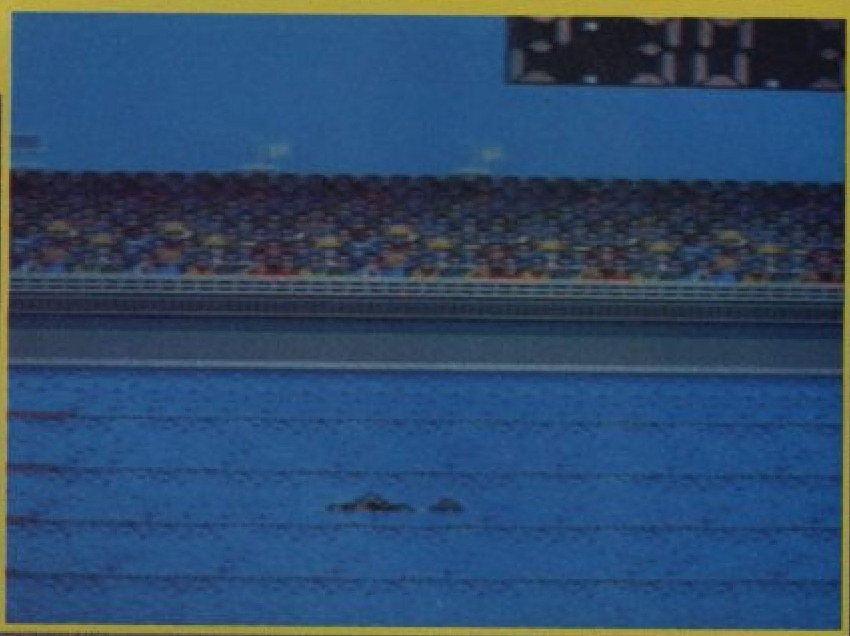
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MEAN MACHINES

SUMMER GAMES

BY SEGA



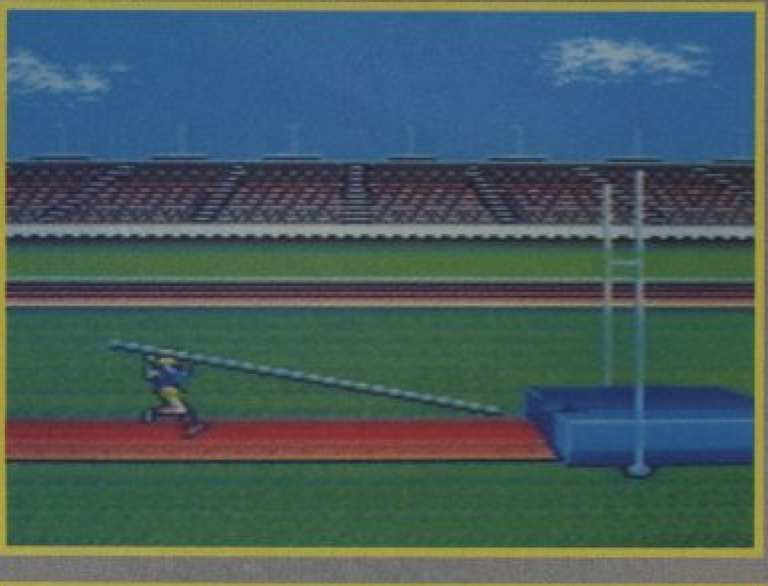
Every four years the fastest, the world's greatest and strongest athletes go for gold (without the aid of Henry Kelly) in the Summer Games, five events to test athletes' skill and endurance beyond belief.

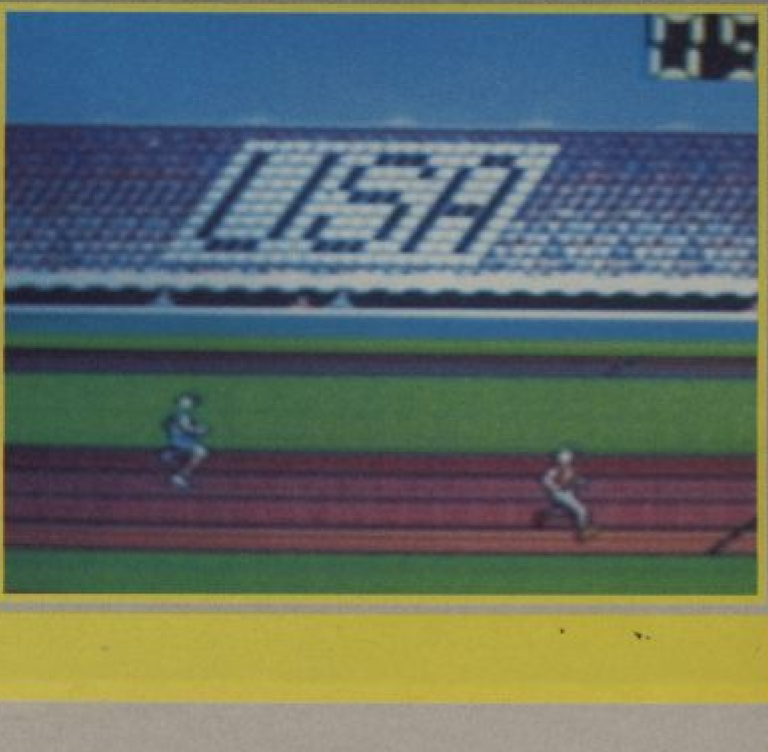
The Linford Christies of this world make their way straight to the 100m track, where (unsurprising really) their aim is simply to sprint down it as fast as their legs will carry them! Sega owners can join in by beating the hell out of their joypad buttons.

The complete and utter show-offs usually end up at the diving pool, where their general objective is to impress the judges by pulling off particularly impressive moves like triple back flips and reverse inward dives. Other water lovers get their kicks (and their points) in the 100m freestyle. A steady rhythm must be built up in order to keep your little swimming character on course for a gold (or eternal humiliation).

After the water-based antics, why not take the role of a gymnast and perform all manner of seemingly impossible bodily contortions around the apparatus in the gym? Rounding up the Summer Games is the pole vault event, where the participants have to jump over bars starting at four metres high (corl) with only a bendy pole for assistance.

So, grab your isotonic Lucozade Sport and take your national team to the Games Village. Who knows? It could be YOUR squad that walks away with a fistful of medals!





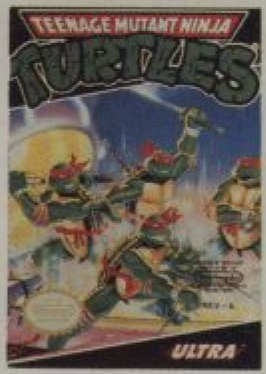
SEGA
£29.99

It looks as though the Epyx Games series has just gone downhill all the way after the opening brilliance of California Games. It's not as if Summer Games had that much to live up to - the C64 version wasn't that technically accomplished. The original's graphics and gameplay were brilliant for their time, though, and since the Sega out-specs the C64 in the visual stakes I was expecting something better than the hobbling, retarded sprites and poorly defined backdrops that we've got here. The sound fits the bill adequately with plenty of tunes but there isn't that much in the way of sound effects. As for the gameplay... Well, where's it gone? Events like pole vaulting and gymnastics seem more down to luck than anything else. What skill is required in events such as the diving won't keep you at the Sega for long. The smoothness and polish of the C64 events seem to have deserted this conversion, and I find it hard to recommend this lacking effort at all.

RICHARD LEADBETTER

GRAPHICS	47%
SOUND	65%
VALUE	45%
PLAYABILITY	44%
OVERALL	47%

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MEAN MACHINES



SPLATTERHOUSE

BY NAMCOT

It's pitch black and there's a storm outside. Rain is beating down and the sky is sporadically lit up with shards of lightning (cue Twilight Zone music). It's a good thing that you're inside in the warm - or is it? You've stumbled into the Splatterhouse - the stomping ground of just about every ghoul and zombie that you can imagine and much more besides!

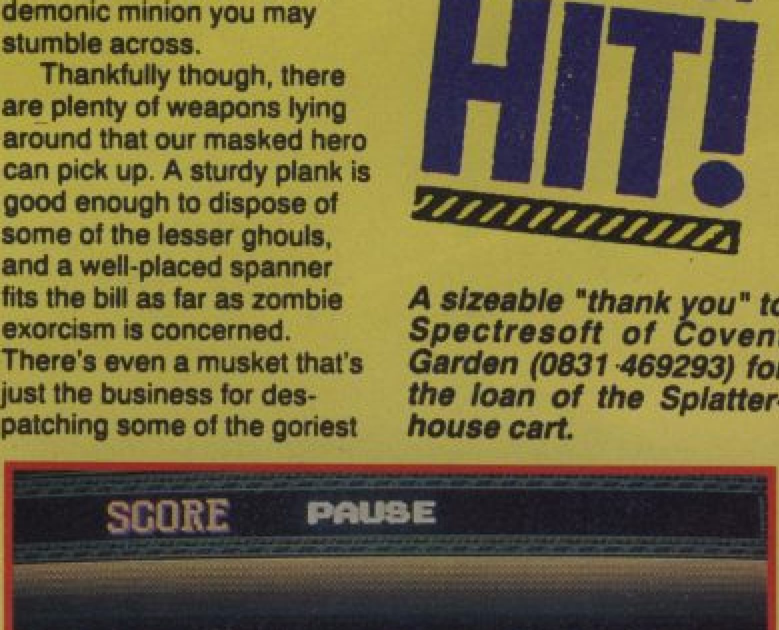
The Splatterhouse and its grounds is divided into six horizontally scrolling stages, through which you must guide your character (who bears a remarkable resemblence to Friday the 13th's Jason!), disposing of every demonic minion you may stumble across.

Thankfully though, there are plenty of weapons lying around that our masked hero can pick up. A sturdy plank is good enough to dispose of some of the lesser ghouls, and a well-placed spanner fits the bill as far as zombie exorcism is concerned. There's even a musket that's just the business for despatching some of the goriest end-of-level nasties you're ever likely to find in a video game!

Each level is split up into a number of sub-stages. In amongst the scrolling stages you could find yourself trapped in a claustrophobic room, and you'll have to butcher just about everything supernatural to escape - that includes slimey worms (uuurrr!), crazy cutlery and in one case, even the furniture is out to get you!

C+VG HIT!

A sizeable "thank you" to Spectresoft of Covent Garden (0831 469293) for the loan of the Splatterhouse cart.



PC ENGINE
£32.90

Crikey! This is a real "gore-may" beat 'em up! What really makes it a cut above other Engine beat 'em ups is the truly revolting visuals - even more disgusting than some of the public lavs in Birmingham (yes, that bad!). Your main character is superbly animated and all the moves from the coin-op original have been incorporated, even down to disposing zombies by batting them up against a wall (check out the splurgy entrails left behind)! Some of the end-of-level bosses are simply astounding - the chainsaw wielding maniac is awesome, and he's even accompanied by a dentist's drill noise! You won't complete this game in too much of a hurry either. The difficulty level is set just right allowing some progress on every attempt. What we're dealing with here is a roaringly good conversion, which stands up as a terrific Engine game in its own right. Make sure it's on the top of your shopping list.

RICHARD LEADBETTER

GRAPHICS	93%
SOUND	90%
VALUE	92%
PLAYABILITY	93%
OVERALL	92%


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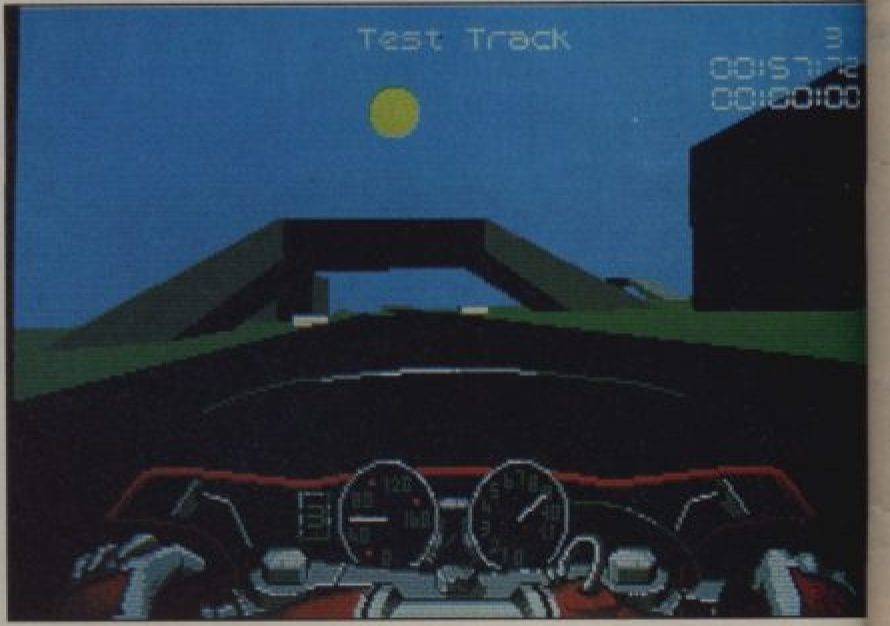
from Virgin

BADLANDS
TENGEN

This futuristic chapter of the Super Sprint saga appeared in arcades not so long ago, and pretty flippin' good it was, too.
The object - burn around eight different and deadly race tracks, filled with old wrecks, moving barriers, viaducts, rubble from crumbling buildings, and falling power lines which fry your car into a crisp! These aren't the only hazards, however, as the opposition are busy trying to blast you into shrapnel as well! From these Amiga and ST screenshots, it all looks pretty juicy, but we'll give you the full details in a future issue.

RELEASE: AMIGA ST PC SPECTRUM AMSTRAD C64, NOVEMBER
PRICE: PC £24.99, ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99 CASS, £14.99 DISK



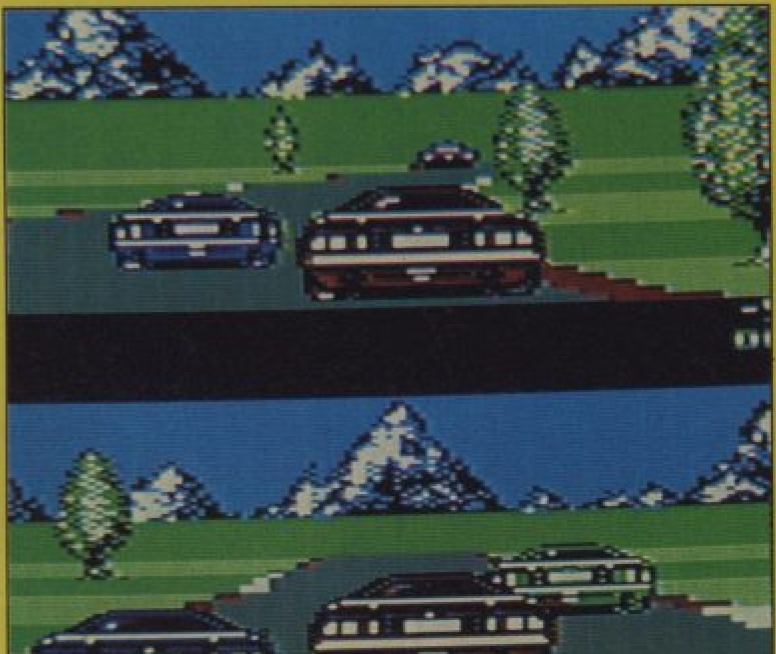


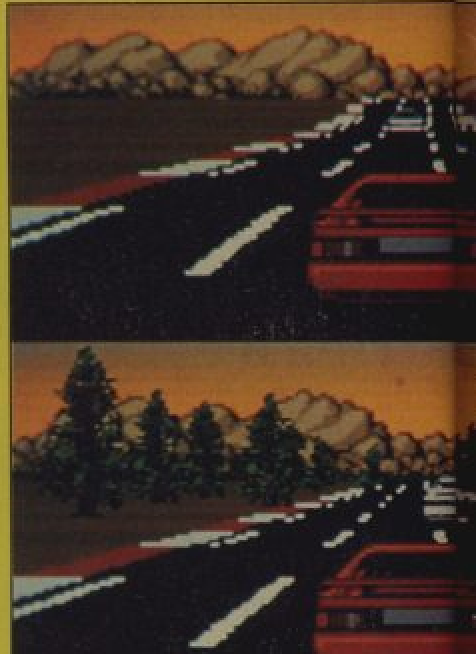
TEAM SUZUKI
GREMLIN

Not content with one racer, Gremlin are currently working on a motorbike simulation based on the Grand Prix Suzuki 500. It's a mixture of bitmap and filled vector graphics, and believe us - it's flippin' fast. The game takes place over a complete Grand Prix season, with all the things you'd expect from something of this nature.
Even at this stage, the bike handles as you'd expect it to with clutch and gear change controls, all sorts of various viewpoints (off or on the bike) and action replays a-plenty, Watch out next ish, when we'll be giving you the exclusive and best review going - only in C+VG.

RELEASE: AMIGA ST, EARLY DECEMBER
PRICE: £24.99

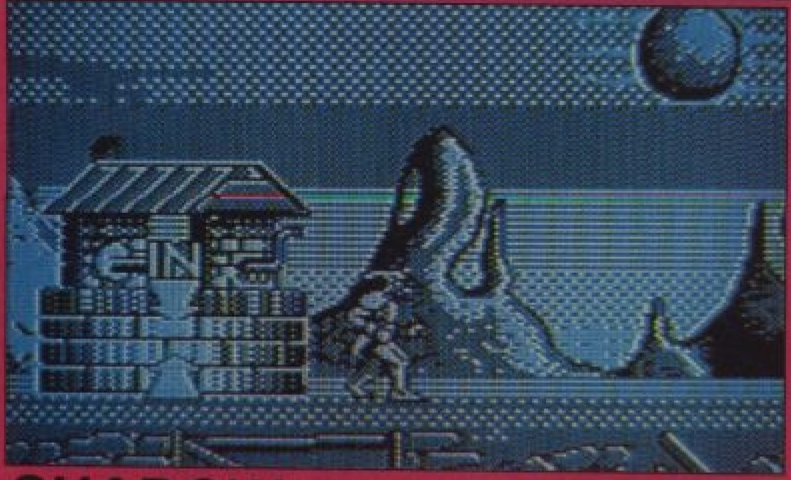
LOTUS ESPRIT TURBO SE CHALLENGE
GREMLIN





Self-confessed boy racer, Jaz, took a lovely Lotus Esprit out for a spin in a recent press do sponsored by Gremlin, to promote their new racer. Now all you potential motorway maniacs will soon have the chance to do the same, with Lotus Esprit Challenge. A split screen view (that's why it's called "challenge"!) shows both cars, which tear around massive tracks filled with twists, turns, hills and straights in order to win a race and progress to the next round. We've had a good look at the Amiga version, and to say it's fast risks severe understatement. The graphics are mouth-watering, and the sheer amount of technical information put into this game ensure this should be one stonking good game. Watch for a full review next issue!

RELEASE: ST AMIGA SPECTRUM C64 AM-



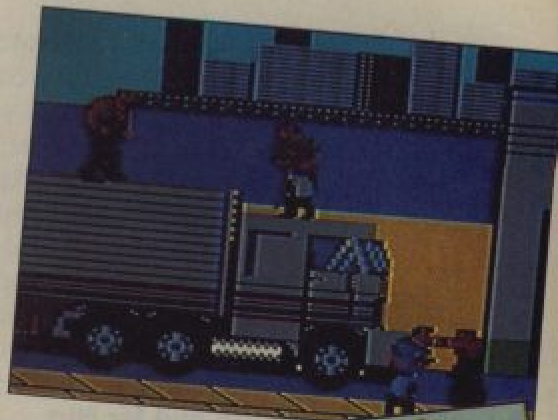
SHADOW OF THE BEAST
GREMLIN

When this first appeared a year ago on the Amiga (on the Psygnosis label), this game caused a lot of fuss - beautiful graphics, amazing sound but extremely limited and highly repetetive gameplay. The story was that you, as a child, were kidnapped by the evil Beast Mages and transformed into a creature of hideous appearance, with awesome power. Now you've discovered the truth, and want vengeance. Now Beast is ready to spring onto the Amstrad and Spectrum, and from what we've seen, looks pretty damned amazing, even by 8 bit standards - parallax scrolling, indeed! The big question remains, what about the playability? That's yet to be seen, but rest assured, as soon as we know, you will too.

RELEASE: SPECTRUM AMSTRAD, OCTOBER
PRICE: CASS £12.99 DISK £15.99

E-SWAT
US GOLD

We've seen the fab Megadrive version, and the not-so-fab Sega Master version. Now, US Gold have grabbed the computer license to Sega's natty coin-op E-SWAT, otherwise known as Cyber Police. You (and an optional friend, if you have any optional friends, that is) have to clear up Cyber City, terminating thugs and crooks with extreme prejudice (yeahh!). After two levels of such fun and games, you earn your stripes, and the much-prized E-SWAT armour, and set out again, armed to the teeth. As you can see from these exclusive early screens on the C64 and Amiga, things are progressing nicely. With the Creative Materials team (ROTOX, Operation Harrier) behind all this, wethinks this should be one humdinger of a game.





RELEASE: ST AMIGA SPECTRUM AMSTRAD C64, END OF NOVEMBER
PRICE: TBA (PROBABLY ST AMIGA £19.99, SPECTRUM AMSTRAD C64 £9.99)





STRAD, END OF OCTOBER
PRICE: AMIGA ST £24.99, SPECTRUM AMSTRAD C64 £10.99 CASS £14.99 DISK

BATTLE CHESS II
ELECTRONIC ARTS

Crikey O'Reilly, another EA title! Battle Chess II, the sequel to the best-selling Interplay title (as if you hadn't guessed), should be out and about real soon now, and - according to the press blurb - centres around Chinese Chess, an oriental counterpart of the normal game. Quite frankly, it all sounds Greek to us, but it looks nice, doesn't it? All will be revealed at a later date, so as a wise man once said, stick with us, true believers!

RELEASE: TBA (PROBABLY AMIGA, ST, PC, C64)
PRICE: TBA



MOON WALKER

SEGA

Aaow! He's back! You can't keep a man and his chimp down, so Michael Jackson is back, to save the children of the world from the clutches of the evil Mr Big (scream)! What this means is an excuse for a rather large multi-level platform extravaganza, featuring our Mike (and his naffin' chimp) who prances about, dishing out stardust death to all of Mr Big's cronies. As you can see from the screenshots, it all looks like a lorra fun, but as for the gameplay, keep reading - we'll be bringing you a full review next issue!!

RELEASE: MEGA-DRIVE, SEPTEMBER

PRICE: £39.00





NEVERENDING STORY 2

LINEL

This film certainly lives up to it's name, because just when you thought the magical land of Fantasia was saved from the evil "Nothing" in the first instalment, back it comes in the company of an evil witch for the second. Once again you play Bastien, a boy with a mission to retrieve the disappearing landscape, with the help of Falkor, the Luck Dragon and Atreyu, the man with the funny name. Linel's interpretation of the film (the first foreign film to get a royal premiere, incidentally) is in the form of a multi-part arcade adventure in which Bastien has to fight giants, ride horses, climb towers and collect the spells which will do over the top baddie in the game's climax. Ooh, indeed!

RELEASE: ST AMIGA PC SPECTRUM AMSTRAD, OCTOBER.

PRICES: TBA





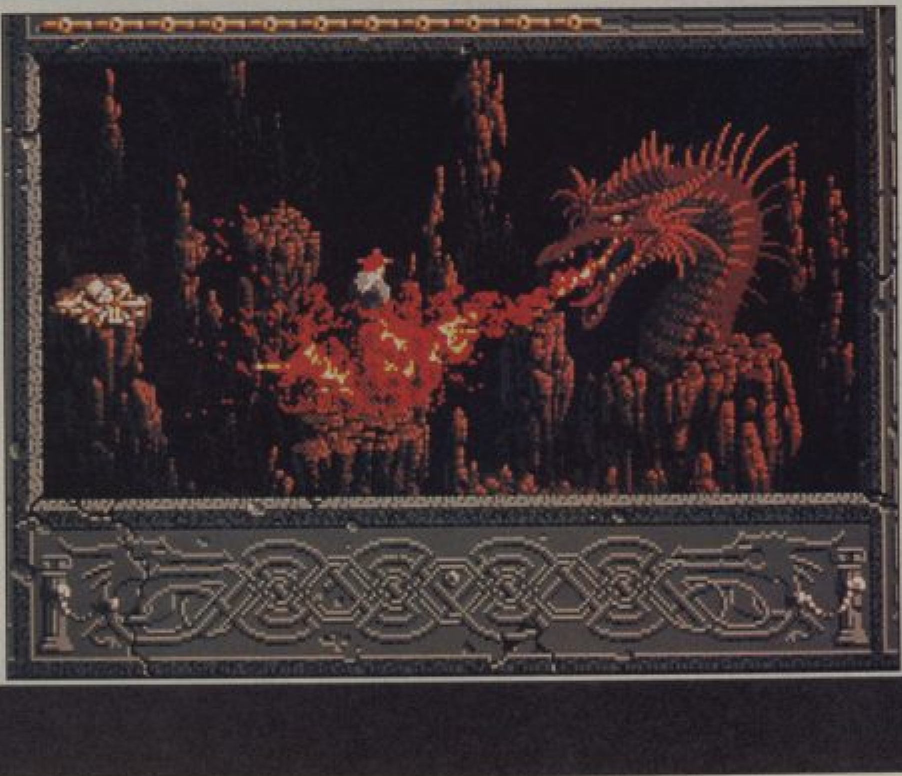
THE IMMORTAL

ELECTRONIC ARTS (again)

Remember Will Harvey? He was the guy responsible for the conversions of Marble Madness, one of the teams' all-time fave raves and EA's corking Zany Golf. This is his latest piece of work, a 3D perspective fantasy adventure, with the player taking the part of a wizard searching for his mentor. As you'd expect, though, lots and lots of beasts, monsters and other wickedness will try to stop you, but you have a few magic tricks up your sleeve, too. Paul Glancey, that debonair man about town, had a sneaky peek at it a little while ago, and verily, he was impressed muchly. Watch out for a full review next issue.

RELEASE: ST AMIGA, SEPTEMBER

PRICE: £24.99





POWER-MONGER
ELECTRONIC ARTS

There's no keeping a good Bullfrog down, we always say. And as if to prove it, those wild n' wacky Bullfrog boys, fresh from their success with Flood, are ready to unleash their latest, and possibly greatest game to date - Powermonger. Looking somewhat like a massively enhanced version of Populous (no bad thing by any means!), Powermonger should be just as successful as its predecessor, if not mind-bogglingly more so, so watch out for a review in a future ish - this is one we await with baited breath (and clenched elbow).

RELEASE: ST AMIGA PC, TBA
PRICE: TBA (PROBABLY £24.99 ALL VERSIONS)



STORMOVIK
ELECTRONIC ARTS

Electronic Arts are all systems go at the moment, with multiple loveliness coming up, including this - a simulation of one of Russia's top attack fighters, the Stormovik SU-25. The sheer thought of this was enough to start Rob foaming at the mouth, he being a big flight sim fan and all (No bigger than 5 feet 8, though, surely - Ed). Based in present times, your task is to eliminate a group of politically controlled "hawks" - military people (on both sides) so incensed by the outbreak of Glasnost, they will do anything to see relations break down between the superpowers. No news on what it handles like at this time, but rest assured we'll bring you full details as soon as we have them.

RELEASE: PC, OCTOBER
PRICE: £29.99

JAMES POND - UNDER-WATER AGENT
MILLENNIUM



Holy mackerel, cod you believe it? When danger threatens the icy deep, it's time for James Pond, Underwater Agent, to get his skates on. He's a well-hard haddock with a mission, and he's completely environmently friendly (or so the saying goes). Thing is, several oil tankers, carrying radioactive materials, have been holed, and it's your job to ensure the safety of the underwater denizens, whilst fighting off myriad hordes of bad guys! Sounds all rather fishy (hurrgh!) to us, but we'll throw you a hook, line and maybe even a sinker real soon, so make sure you're in the right plaice (any more of those fish jokes and you're fired - ED).

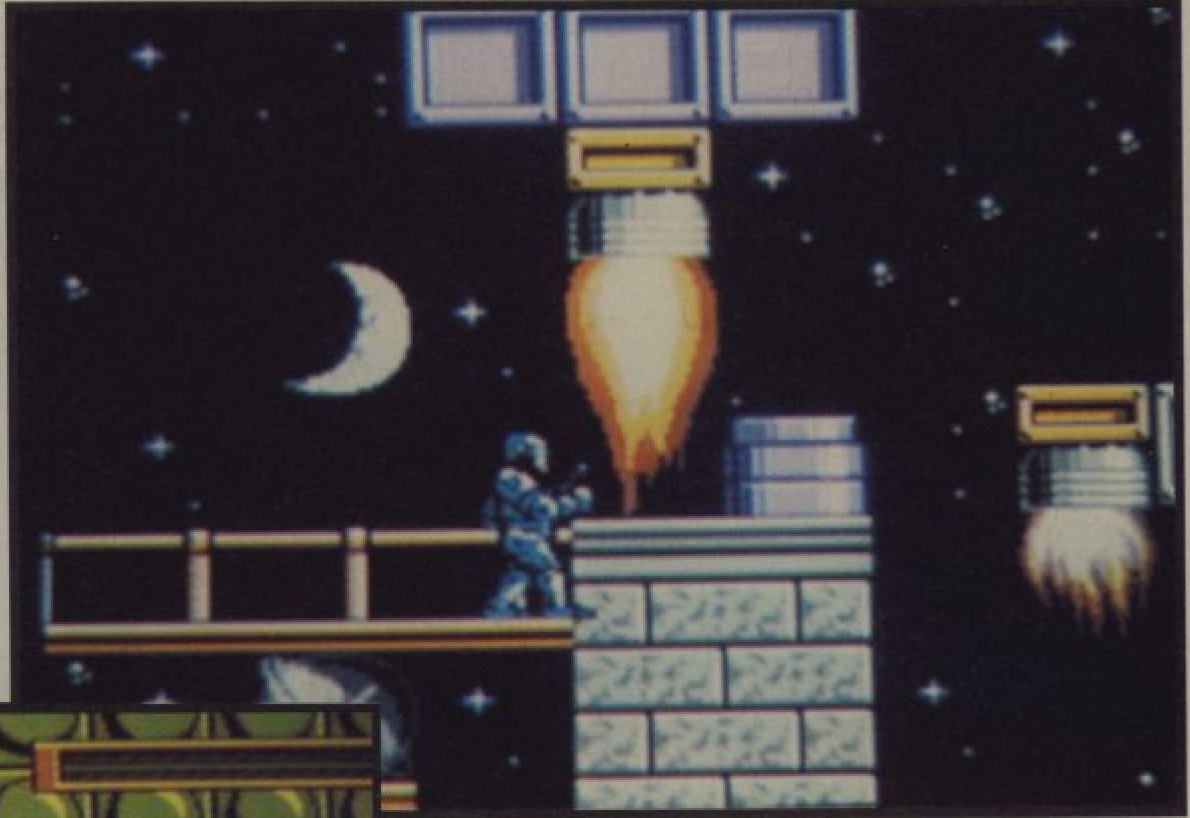
RELEASE: ST AMIGA, END OF OCTOBER
PRICE: £24.99

ROBOCOP II

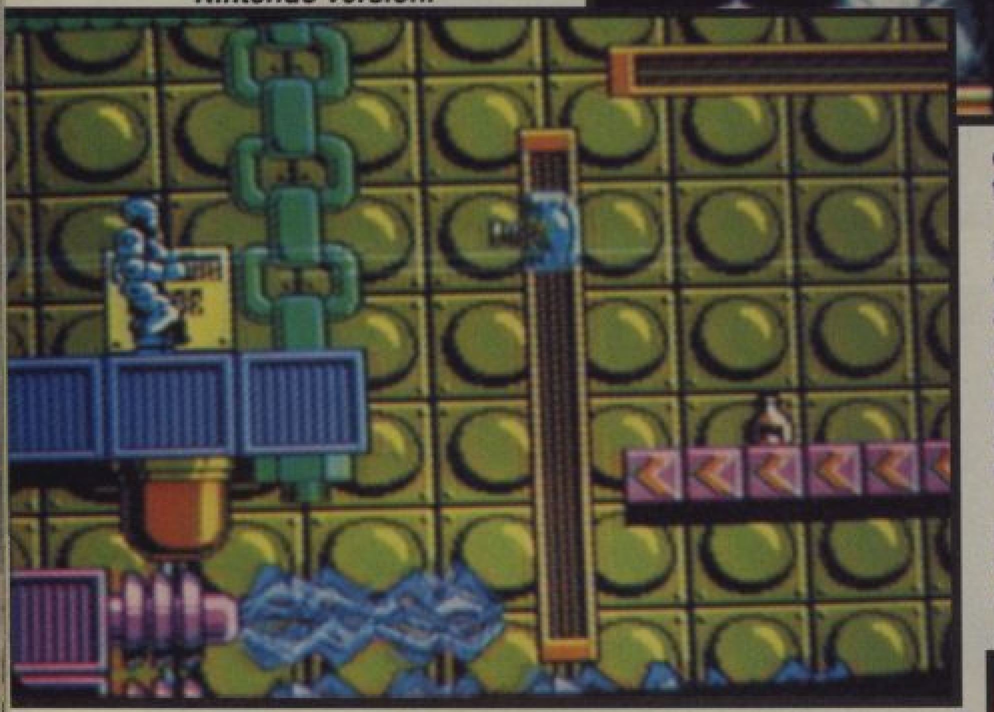
BY OCEAN

Robocop is back! That half-man, half-machine, all-cop hero returns once again to right wrong and kick some criminal ass in the blockbusting movie, Robocop II. And just like they did with the first film, Ocean have snapped up the rights to produce a computer game version.

The action is set over a variety of levels, featuring horizontally scrolling platforms and ladders screens, an Operation Wolf-style shooting gallery, plus bonus levels in the form of sliding-block puzzles and a safe-cracking scene, very similar in concept to the batcave chemical analysis puzzle in the Batman game.



Nintendo version.



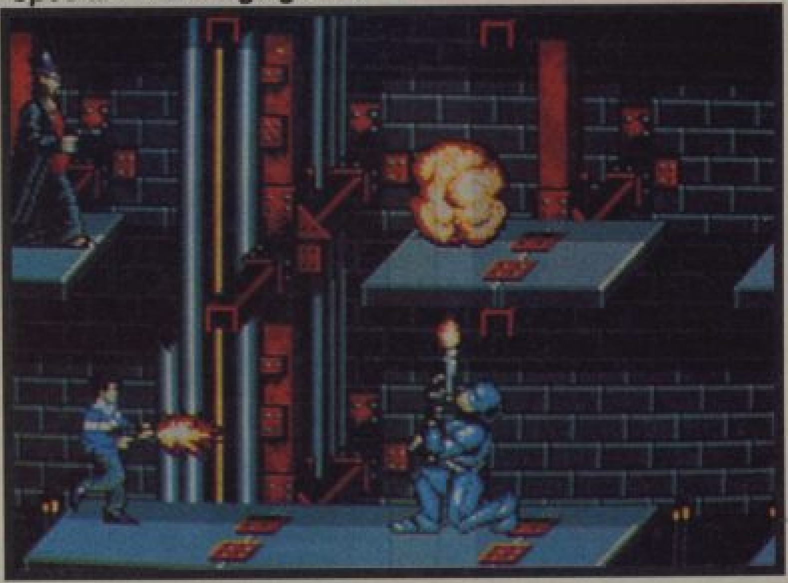
The graphics are excellent, the sound is very good, with plenty of meaty effects and a good rendition of the movie title tune, and playability is very high - Ocean have spent a lot of time tweaking the gameplay for maximum enjoyment.

Robocop I is one of the biggest-selling titles of recent years (it stayed in the charts for well over twelve months) and Ocean think that they'll repeat that success with Robocop II! It's certainly a better game than the first - so they might just be right...

JULIAN RIGNALL

UPDATE

Robocop II is out on Amiga, St, Spectrum, C64 and Amstrad Console in November. The Nintendo version won't be out until later on next year - we'll keep you posted.



Special FX's Amiga game.

THE FILM

The film is set once again in a Detroit of the future, and once again criminals are causing major problems. Nuke, an incredibly addictive drug is being sold on the streets and the drug barons are getting rich. Time for Robocop to burst onto the scene and deal out some lead-lined law and order.

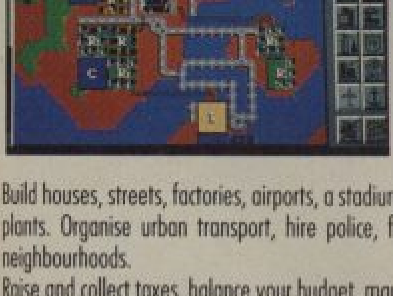
But it's not all plain sailing since the evil OCP Corporation are again up to more hi-jinks in the form of the Robocop II project, a giant mechanoid creature codenamed Kane, designed to replace Robocop (and Ed-209!). It's an evil looking creature which has more arms than an octopus and carries more weaponry than an average army. And when it goes bonkers and decides to eliminate the original Robocop, our bionic bobby has his work cut out trying to keep the peace and save his metal skin!

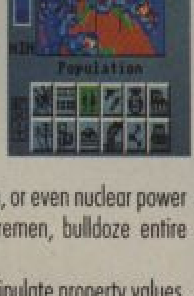


RIO DE JANEIRO 2019.

On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!"

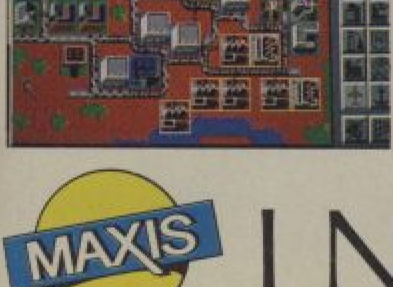
Now, with Sim City, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic real-time simulation.

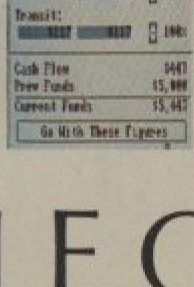




Build houses, streets, factories, airports, a stadium, or even nuclear power plants. Organise urban transport, hire police, firemen, bulldoze entire neighbourhoods.

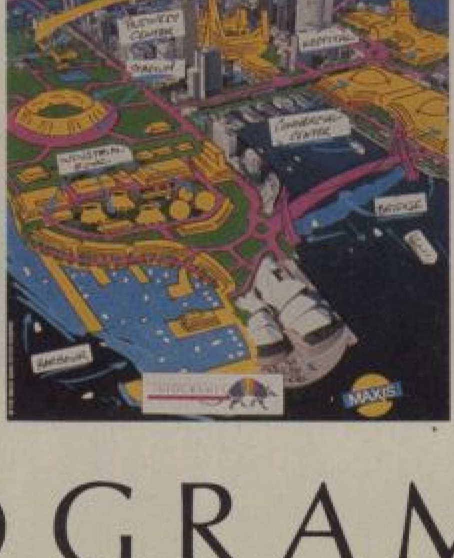
Raise and collect taxes, balance your budget, manipulate property values. Sim City is alive. It's loaded with animation and detailed sound effects. Build roads, cars appears. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Areas deteriorate into slums. Small industries grow into huge factories. Everything is managed and animated in real

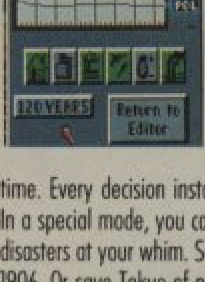


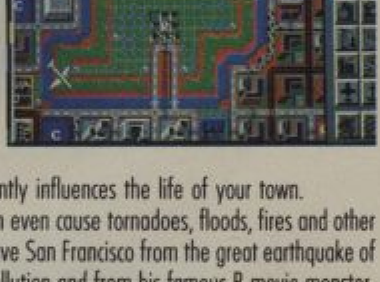


SIM CITY

What you should know about the game of the year.

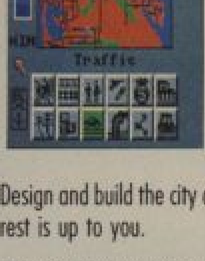


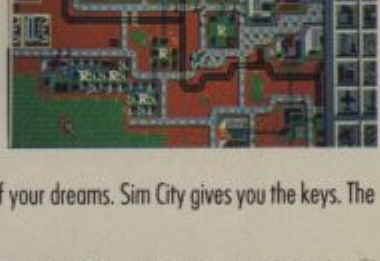




time. Every decision instantly influences the life of your town.

In a special mode, you can even cause tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous B-movie monster. Sim City is an all-absorbing unique game which contains 8 pre-defined scenarios : e.g San Francisco, Tokyo, Rio de Janeiro... With it's exceptional depth of play, it's still simple to play with icons and graphics, without text commands.





Design and build the city of your dreams. Sim City gives you the keys. The rest is up to you.

INFOWORLD Volume II Issue 20 : "People playing Sim City are completely plugged into the world they create, disappearing for hours."
NEW YORK TIMES : "The model is very sophisticated, yet understandable. And just as important, it's fun, too."

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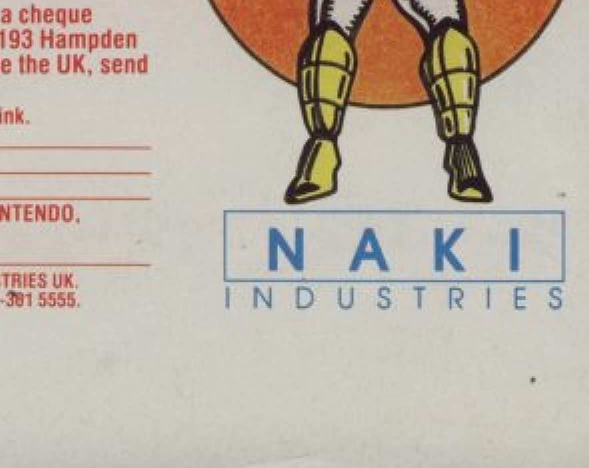
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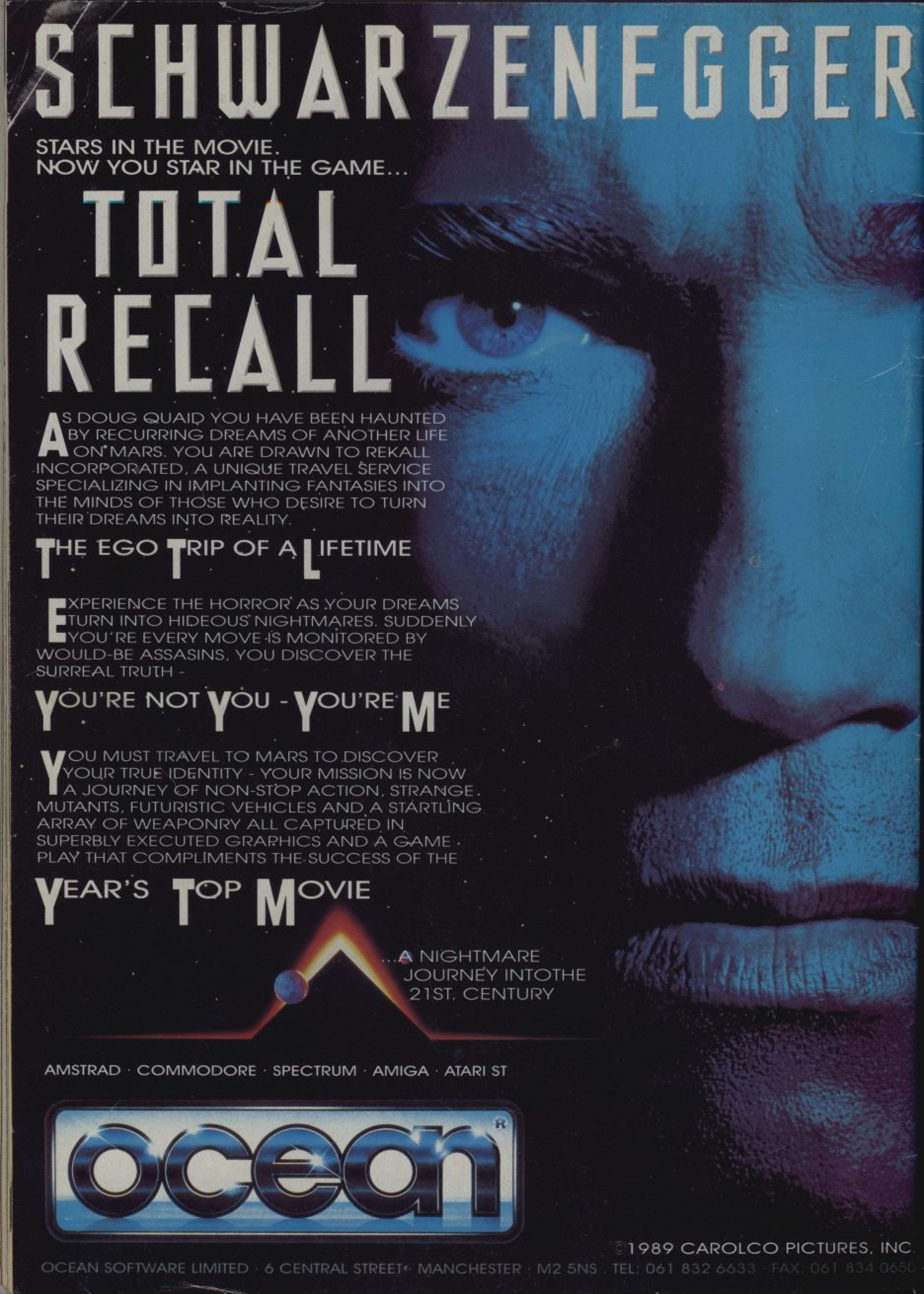
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